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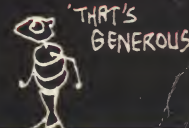
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Electronic Arts



ISSUE 44 YULETIDE '88 EDITION

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... and brings you the highest scores around.

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Basically, it's the charts.

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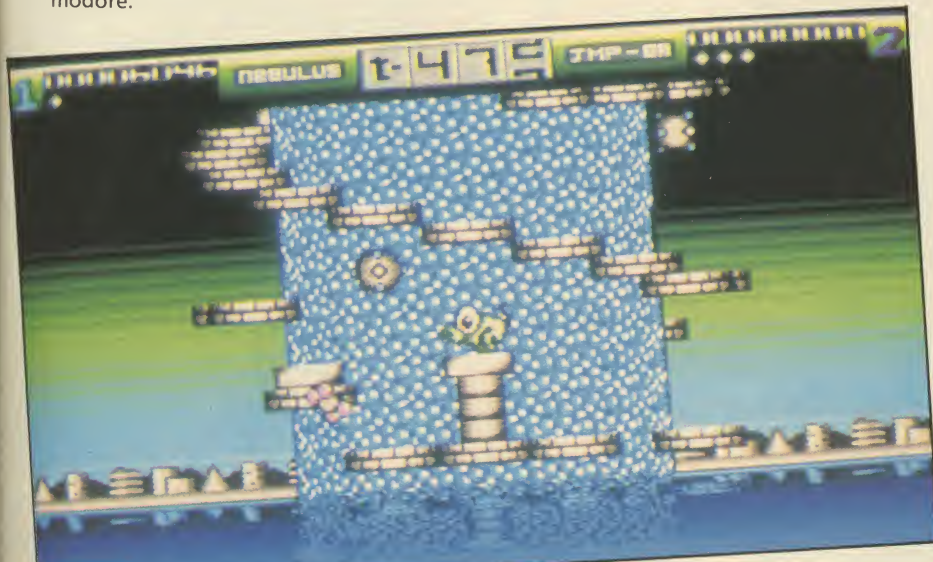
What you should save your Christmas money for.

REAL CRACKERS



18 BOMBUZAL

Imageworks bring bomb-busting banana belly-laughs to your Bommodore . . . er . . . Commodore.



170 NEBULUS

Gold medal-winning Amiga conversion of the column climbing platformer.

172 ROCKET RANGER

Save the world from Nazi domination in this sizzling Amiga Cinemaware game.

186 CYBERNOID

Pull a Christmas cracker for the Amiga conversion of the 64 fab 'n' triff shoot 'em up.

196 IMPOSSIBLE MISSION II

At last the classic platformer reaches the Amiga and proves just as addictive as it was on the 64.

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38 WIN ARMALOOT

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101 KING KONIX KOMPETITION

Klassy joysticks going to 20 klever kontestants.

102 BETTER DEAD THAN A LOSER

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140 ENTER THE BLOODBOWL

Think logically and you could be in line for some RPG miniatures from Games Workshop.



163 EVERYBODY'S CHEWIN' IT

Gremlin offer ten people a year's supply of Chewits (dentist bills not included).

175 READY ASSAULTED COMP

Have a day out at an army assault course courtesy of Encore.

222 MERRY MAR-TECH CHRISTMAS COMP

If you can design a stocking which tops all others, you could take delivery of loads of Martech goodies.

EDITORIAL 47 Gravel Hill, Ludlow, Shropshire SY8 1QS ☎ 0584 5851/2/3 **Editor:** Gordon 'fat git' Houghton **Assistant Editor:** Kati 'hatstand' Hamza **Software Co-ordinator:** Paul 'why aye, man' Glancey **Staff Writers and Removal Men:** Matthew 's***e' Evans, Lloyd 'paper bag' Mangram **Editorial Assistant:** Vivienne Vickress **Contributing Writers:** Mel Croucher, Jason Gold, Philippa Irving, Martin Walker **Photography:** Cameron 'chapatti' Pound, Michael Parkinson **PRODUCTION** 1/2 King Street, Ludlow, Shropshire SY8 1AQ ☎ 0584 5851/2/3 **Art Director:** Markie 'Darkie' Kendrick **Assistant Art Director:** Wayne 'legs' Allen **Design/Layout:** Melvyn Fisher Jr (who is?), Yvonne 'Iron Fist' Priest **Reprographics/Film Planning:** Matthew Uffindell, Ian Chubb, Robert Millichamp, Tim and Rob 'the flowerpot mob', Jenny Reddard **Publisher:** Geoff Grimes **Production Manager:** Jonathan 'Robt' Rignall **Editorial Director:** Roger Kean **Group Advertisement Director:** Roger Bennett **Advertisement Manager:** Neil Dyson **Advertisement Assistants:** Andrew Smales, Sarah Chapman **Assistant:** Jackie Morris ☎ 0584 4603 0584 5852 **MAIL ORDER** Carol Kinsey **SUBSCRIPTIONS** Denise Roberts PO Box 10, Ludlow, Shropshire, SY8 1DB Typeset by the Tortoise Shell Press, Ludlow. Colour origination by Scan Studios, Wallace Road, London N1. Printed in England by Carlisle Web Offset, Newtown Trading Estate, Carlisle, Cumbria CA2 7NR - a member of the BPCC Group. Distribution by COMAG, Tavistock Road, West Drayton, Middlesex.

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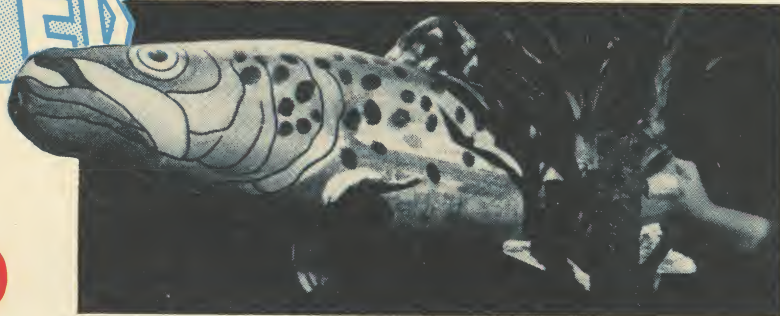
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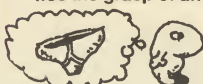
ZZAP!

"THIS FISH IS KOOL!"



FIND THE FISH

▲ Fish lovers everywhere will sympathise with Ken as he tries to flee the grasp of an underwater assassin



Christmas has come early this year – advertising won't be so hot next month so this is THE BIG ONE for 1988. We hope you like it (cue diabolical laughter).

Meanwhile, put your big fleshy fins together, if you will, for the last of the additions to our staff. No less a celebrity than the famous Ken D. Fish has agreed to make occasional contributions to these greasy and stain-smudged pages. 'Just who is Ken the Fish?' I hear you ask. Well, if you turn to pages 176 or 191, you'll find out soon enough. He's going to become something of a regular on the Results page, and he may take on one or two other projects if the workload gets too heavy for the rest of us.

Other news this month is that we've been moved right to the top of ZZAP! Towers. We can now see perfectly over rows of ancient Ludlovian houses to the fields and cows beyond. In fact, on a clear day from my window I can just about see the bridge under which Chuck Vomit lives. At the same time pigs are flying over the man in the moon and sprinkling him with fairy dust.

If you look at the *Hopper Copper* review on page 48, you may notice that the Overall rating has been missed out. Due

to the wonders of modern technology, we can now insert this here for your delectation – a cut-out-and-paste version of ZZAP! Here goes . . . uuugh! uuurrrgh! nyyyhghaah! . . .

OVERALL 30%

Budding policemen (and everyone else) steer clear.

That's better. Anyway, that's just about it for this moon cycle. Keep your eyes peeled for those 7 Sizzlers and 2 Gold Medals – we've had a brilliant time reviewing this month, I can tell you: *Nebulus* and *Bombuzal* are just fantastic! What more can I say? – as you can see from the Contents, we've got 228 pages packed with features, competitions, regulars and more games than we've ever reviewed before! See you next month: we'll be a bit thinner but just as stupid.

Gordon Houghton

Gordon Houghton

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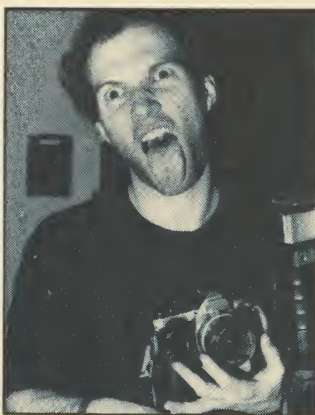
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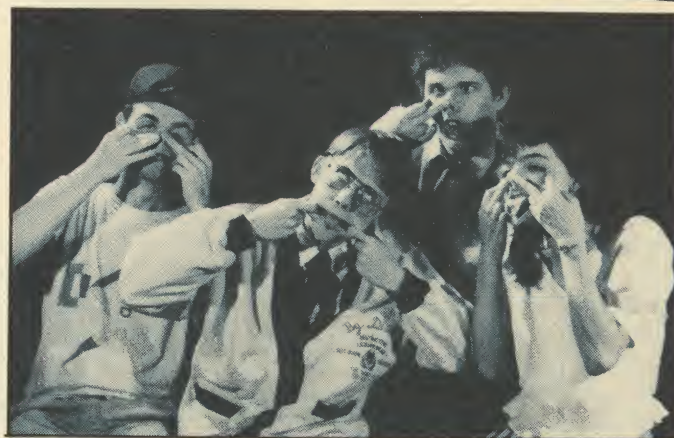


▲ This is a photo of (delete where appropriate):
1) An imbecile who shouldn't have been let in
2) A baboon
3) God

▼ Would you trust this man to deliver your children?



▲ Yes, readers, here he is! The one, the only, the office photographic-type man, Caaaaameron Pound. Give us a smile next time, will you Cam?



▲ Yes, it's one of those pictures again. In their own small-minded way, the ZZAP! team attempt to wish you all a Merry Christmas. If only it wasn't November.

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.. LET THE GOOD TIMES ROLL!



ORLD

BIG BRONX BILLY BAG OF FUN

Right, listen 'ere you lot. This is the very first news piece in this festive month, so you'd better pay attention, OK? Here goes:

Those extremely nice people at The Big Apple – a fab 'n' triff new company who we told you about, ooh, AGES ago now – have got this li'l ol' cute character called *Bronx Billy*. Clear so far? Good. The brill thing about him is that, when you join his gang ('The Bronx Billy Club') you get your very own membership pack, including a card and membership no., the opportunity of saving tokens for gifts 'n' goodies from a catalogue, a badge and free entry to newsletter comps. Loads more indescribably wonderful things await which are too wonderful to be adequately described by mere staff writers and editors.



Oh – if ya wanna know the address to join, this is it: send an 8" x 10" s.a.e. to Bronx Billy, c/o The Bronx Club, PO Box 910, London, N11 17J. Aw-right?

MUNCHING LOTS OF PEOPLE AND NOT MINDING

... This is more like it! Much more fun being a nasty 'orrible Chewits monster, wandering around eating innocent citizens. By the way, in case you're interested at this point, there's a Chewits comp on page 163, so there!

Meanwhile, back in the city menaced by big teeth and great smelly lizard-feet, is the game based on this maligned creature: *The Muncher* from Gremlin Graphics. He's a pretty heartless beast, tearing down towns and terrorising tiny tots, but at the heart of it all he's very much a misunderstood monster. I mean, if you're favourite food was humans and your favourite pastime was demolishing skyscraper, what would you do? Come on, what? I'm sorry, but it just had to be said.

All Friends of Innocent Rampaging Monsters (FIRM) should check out the game this very month!



A-CRUSADIN' WE WILL GO



You might think that the screenshot accompanying this piece is a bit tasty – and you'd be right: it was very tasty.

But that's beside the point – if you've already read the Amiga previews, you may know that *Iron Lord* from Ubi Soft stars you as an ex-Crusader come home to find his homeland ravaged a lot. You must then prove your birthright through arm-wrestling, archery and sword-play in a world whose attitudes are about as medieval as dwarf-fondling. We'll tell you something, though – the preview version that we saw looked a bit good.



GUNNING DOWN LOTS OF PEOPLE AND NOT MINDING



... is a very sick way of behaving – so why convert this kind of behaviour to a computer? Oh well, one of the great mysteries in this nasty old world of ours. If you're into the simulation of that kind of thing, two games from Actionware (sounds like a make of leather gear ...) will be just the ticket and fit the bill



nicely. *P.O.W.* involves gunning down lots of people and not minding and *Capone* is, well, more or less the same thing.

And that's all there is to it – so if you're expecting something fine and dandy and hunky dory with lots of candy and a wonderful story, forget it.

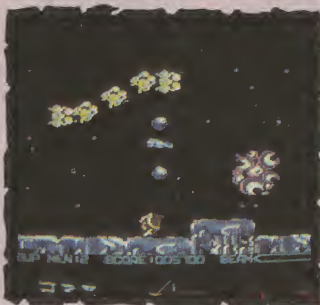
OUR TYPE OF AFTERBURNER

Yes, it's witty title time again (well, we thought it was witty, and if you didn't you can just go and stick your head down the toilet!) as we introduce those two mega coin-op conversions from Electric Dreams and Activision: *R-Type* and *Afterburner*. Hoorah!



Yes, it's witty title time again (well, we thought it was witty, and if you didn't you can just go and stick your head down the toilet!) as we introduce those two mega coin-op conversions from Electric Dreams and Activision: *R-Type* and *Afterburner*. Hoorah!

Oh, you wanna know more, huh? Well, we'll tell you then. *R-Type*, for the two of you out there who don't know (are you, by any chance, related?) is one of them right-to-left scrollers with fab and triff graphics; its great unusual feature is the



disks.

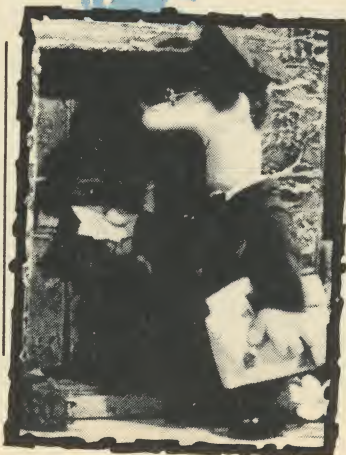
Meanwhile, back in the land of supersonic jet machines, *Afterburner* (frrom Activision) places you in the COCKpit (sorry about that typing error) of a quite fast plane. Zooming along overloads of different landscapes (all in glorious 3D) you're objective is to... well... fly around and blow seven shades of fairy dust out of other quite fast planes. All in all, the arcade machine was, well, quite fast. Can the conversion live up to it? Will Captain Cheese Save The World from the evil Dr Deep-pan? Why are you asking us - wait for the full review!



acquisition of a remote probe that's really hard and really useful. Prices? Well, you'll pay £9.99 on ye olde cassettes and £14.99 on ye newe

ALTERNATIVE PAT

Further to the wowie! zoom! news that Alternative are the (in their own words) 'No. 1 software house in the open market' (eh?) comes word of one of their Christmas releases: the ever-cuddly postie with the large and curiously shaped nose, accompanied by his *noir et blanc* feline accoutrement. In other words, one of Gordon's favourite TV heroes is about to hit your monitors with the force of something hitting your monitor with great force. Will it be a pat on the back? or a cow pat? More news as and when.



MUNSTER LOVING FUN AGAIN AGAIN



Let's get this right, shall we. I don't want to find myself explaining *Again Again*. What do you mean you're confused - we haven't even started yet.

Look, to make it easier we'll go from the beginning again. *Again Again* is a new full-price label, sister to the Alternative Software budget range. It kicks off for the first time (and not again at all because *Again*

Again haven't released anything yet though they probably will again) with a game based on everyone's favourite family of Vampires. You've guessed it - The Munsters. Eddie, Granpa, Lilly and Herman are about to star in the only arcade game which deals with the goings-on in a totally normal, sane and absolutely healthy family. And that's it really. Oh yeah, the prices: £9.99 C64, £24.99 Amiga.



GREAT STEAMING BARBARIANS!

Well, it just goes to show, doesn't it: news has just reached us that the Gold Medal winning *Barbarian II* went straight in at number one in the Gallup and Microdealer charts. Didn't we tell you it was good? Anyway, further to this info is the brilliant news that the game is to be

converted to the Amiga – a version of which is already underway. Drool over those graphics! Hack and slay those monsters! Pay lots of money to Gordon and not care! Watch this very magazine for a review soooooon! (cue barbarian-like laughter).



BIG 64 BUNDLES

Two bouncy new 64 promotion packs are going to be available this Christmas – but then, if you've got a 64 already, you won't want to know that, will you? OK then, smarty pants, wander off and make a cup of coffee whilst we tell prospective owners what they want to know.

The Hollywood Pack (£149) will

feature ten Ocean and Domark games from the big and little screens, whilst the *Family Entertainment Pack* (cringer!) boasts more of a musical tilt – and it's also £50 more expensive at £199. Will the 64 survive for another year or will it be a big flop? The buying public will decide...

THALAMUS ON THE AMIGA!

Us lot down here have come to the flabbergastingly amazing conclusion that Thalamus have produced some excellent games. Absolutely, yes siree, no doubt about it they certainly have. But, and this is a big BUT (see), none of them have been available on 16-bit before.

Now, as an extra-special treat (and just in time for Christmas as well) those nice guys from Southampton have announced that all their incredibly brilliant, blockbusting titles should soon be available for the Amiga. Wow! That includes *Sanxion* (93%, Issue 19) the ever-so challenging horizontally scrolling shoot 'em up; *Quedex* (92%, Issue 31) a game that Paul's not very good at; *Hunter's Moon* (92%, Issue 34) a shoot 'em up that Gordon is very



good at; *Hawkeye* (Gold Medal, Issue 41); and ZZAP!'s favourite shoot 'em up to date, Gold Medal winner last month, the absolutely amazing *Armalyte*. And if that doesn't get you drooling, nothing at all, not even a troughful of turkey with cranberry sauce, will.

ECTO AND ENDO MORPH *Part One!*



STAMPING ON BUGS



And nasty things they are, too – we stamp on them all the time, never mind all this liberal wishy-washy putting the bugs out of the window, dear.

Anyway, those ever-so-cuddly cuties at Telecomsoft (again) are about to release the Amiga version (to you, sir, £24.99) of a bug-bashing, grub-grinding, beetle-cracking game which, from the versions we've seen, looks a little bit brill. So does *Weird Dreams* – which we saw at the PC Show – but that's another story, for which we have no screenshot. Sorry, but that's life, isn't it?

SOFTWARE CIRCUS



Whoopee! Time to break your piggy-banks, raid the bottom of your stocking, beg, steal or borrow because the circus has come to town.

And there won't be a smelly cage, death-defying trapeze artist or tiger-trainer in sight. Look, we didn't mean a proper circus with a big top, a man in a peculiar hat and all the rest of that stuff, what we meant was a shop called Software Circus. It's just opened in Oxford Street in London, see, and is going to sell vast amounts of leisure and business software. Not that the boss, Steve Markham is content to stop there. In fact, he wants to set up a whole string of shops all round the country within the next few years. Didn't know that, did you? ... somebody throttle the smart alec at the back.

HIGH FLYING JAPES

Let's get the price out of the way first: £14.95 cassette, £19.95 disk. What are we talking about? Why, Stanley, I thought you'd never ask!

Digital integration, purrrveyors of such prrristine prrrducts as

Tomahawk, are about to release yer average combat sim based on the F16 fighter. Called (guess what?) *F16 Combat Pilot*, it will feature loadsa scrambling, desperate dogfights and tank busting. Fab, eh?



WIN TICKETS FOR THE ALTON TOWERS CHRISTMAS SHOW!! (WOOOOH!)

That very nice man, Mr Leslie Bunder from Audiogenic, ('he's a very nice man') ('a very very nice man') is offering three free pairs of tickets to the Alton Towers Christmas show to you lucky ZZAP! readers.

What do you have to do? Well, it's like this. Flip back to page 101 of last issue's ZZAP! and you'll see the *Helter Skelter* review for the Amiga. A fab game if ever there was such a thing.

Anyway, what Audiogenic want you to do is to design a *Helter Skelter* screen, using most of the game elements – and the

best three screen designs will reward their bijou artist-ettes with these ace tickets. Get them in quickly to the usual address, because the show closes on 23rd of December – and if you miss that, you'll be missing out on such exciting things as a trip to Santa and his Elves. Oh well ...



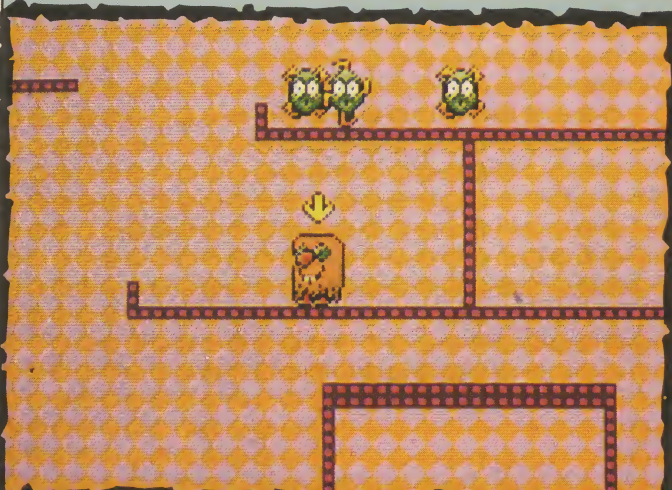
has to defend himself is a Batarang and a magic utility belt. Will the baddies win through? Will Batman die? Will Robin come to the rescue and save the world with his magic sidekick's utility belt? These and other crucial questions will be answered er ... well, when the game comes out. It'll cost you though: £9.95 and £14.99 on the 64 and £24.95 on the Amiga. Holy baloney!

WIDE UNDERPANTS

Yes folks, it's time for the superhero underpants joke again. So who's the lucky guy this time – Superman, Captain America, Spiderman, Captain Marvel?

Nope, it's the man with the inimitable sidekick and the swishy silky cape himself – none other than ... Batman, a dude who gets ready for action so fast that he only has time to wear his underpants outside his keks. Ho ho. DC Comic's famous crime-fighter returns in a totally new *Batman* game from Ocean.

This time it consists of a main core program from which a series of stories are loaded separately. Those evildoer nasty guys, Joker and Penguin are determined to wipe our hip and froody hero off the face of Gotham City's underworld and all Batman



Audiogenic!

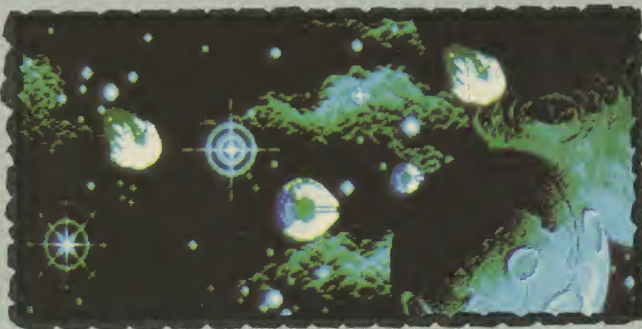
KING OF THE WILD...ER...

Billed as 'the definitive science fantasy', Telecomsoft's Amiga *Frontier* sets you in 'a space opera in the classic tradition of Asimov and Heinlein, colossal in its breadth and scale'. Hold on - I think it's about time we stopped quoting directly from their brochure, don't you?

That's better. Anyway, it's one of those 'entire solar system' (oops!) games, where pirate craft roam the void between planets, moons and space stations and where you've got to carve out your own destiny in the usual manner (ie blast, maim or trade). It's yer usual seething, bustling universe - and universes like that don't come cheap: £24.99 and available in December.



PALACE PIRATES AMIGA SEUCKERS



As predicted by our resident paper straw himself (PG), Palace will be releasing the Amiga version of their *Shoot 'Em Up Construction Kit* pretty damn soon. So soon, in fact, that we've even managed to steal... I mean, borrow, some screenshots for you.

For anyone who can't tell the difference between them and a pterodactyl called Herman, they're pictures of two different editors. One lets you design your sprite and the other allows you to join a series of sprite frames together for animation in your game. Is this hot stuff or is this hot stuff?

Er... other developments at Palace surround a certain *Cosmic Pirate* - a dead complicated sort of game with loads 'n' loads of options (urgh!). Apparently to get anywhere as a gangster in the 21st century and convince the arch criminal organisation, The Council, that you're any good, you have to pretty good at what you do. As a result you have a go on a lots of simulators to build up your skill. The one pictured on this page is known as the *Disasteroids* and is supposed to build up your shooting accuracy. Hmm...

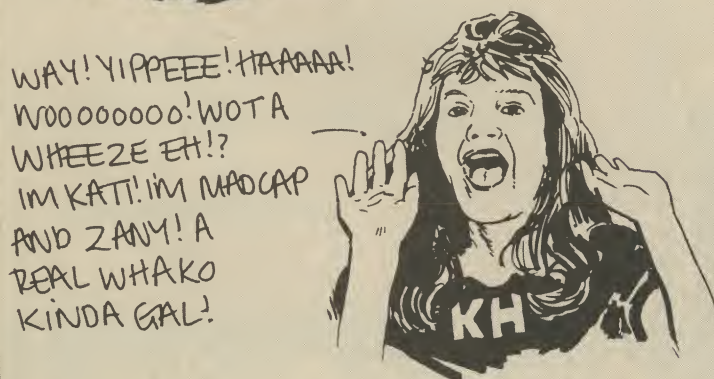
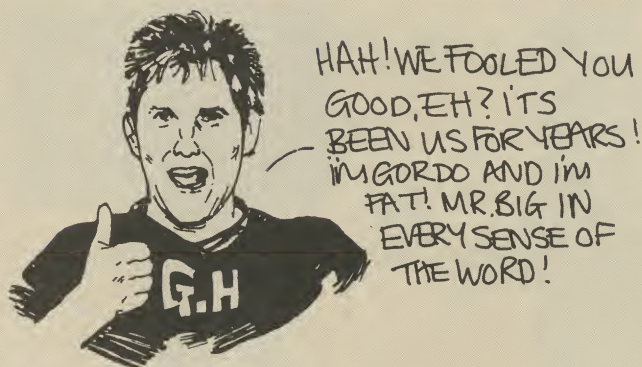
A BLOB CALLED PUFFY

Coming soon to a monitor (that's the screen, not the lizard) near you is the Amiga version of *Puffy's Saga* from Ubi Soft. It's hailed as an arcade style strategy game with addictive gameplay and two irresistible characters: Puffy (a boy-blob) and Puffyn (a girl-blob). Trapped in a *Gauntlet*-style world you face numerous enemies in an attempt to escape, including a cluster of really big dragons with pointy teeth. The demo we saw was quite cute but... well... you'll just have to wait for our review.

CHICKENS!

You're going on a journey through sight and sound. Well, alright, you're not really - but you're going to be told about the new Superior Software game called... wait for it... *By Fair Means or Foul*. Fowl! Geddit? Oh well, suit yourself. Anyway, dis is one o' dem boxin' sims, know what I mean, 'Arry - but it's a bit different. For a start, you can cheat (but only if the ref's not looking!) by head-butting, groin punching, kicking and other such nasty and nefarious tricks. If you're into that kind of thing, check it out for £9.95 or £11.95 (ooh, isn't that a low price for a disk).

ECTO AND ENDO MORPH Part Two



DEDICATED TO ZZAPERS PAST AND PRESENT WHO GAVE THEIR LIVES IN THE FIGHT FOR FREEDOM.

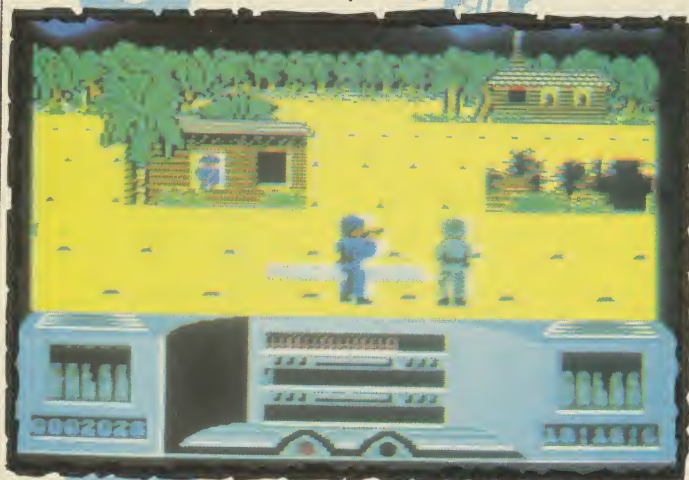
ONE'S88

MR GREMLIN THE BUTCHER

Well, if you'll just bear with us a minute and stop glancing elsewhere on this page (you really should get your eyes seen to, you know), we'll tell you about two nu gnus from Gremlin.

If you've ever fancied taking on the might of the Vietnamese army in a motorised dinghy, those cuddly folk from Brummyland have just the game for you. Called *Butcher Hill*, it features three basic scenarios: the river, the jungle and the village. The basic objective for each, however, is dead simple: avoid traps, kill enemies. It all looks rather nice, doesn't it?

The second game in this bijou preview-ette is *Artura*, a cool and froody game which catapults you back in time to a world where chivalry is THE code of conduct. You are Artura, son of Pendragon, and you've got to rescue Nimue from the clutches of your half-sister, Morgause. Yep, we're talking fifth-century Anglo-Franco Arthurian legend, here. Standing in the way of your quest are such friendly creatures as giant rats, spiders, soldiers and ghouls – so you'd better take along your plastic reinforced deodorised kecks.



THE ZZAP! MEGA-TAPE 3

Loading and playing Thunderblade

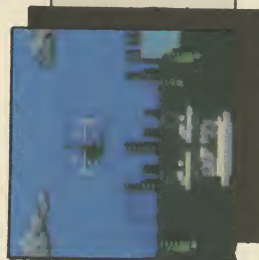
OBVIOUS BIT: Put ye olde cassette in ye cassette deck and presse ye keies *RUN/STOP*. Ye program shulde begyne too load.

NOT SO OBVIOUS BIT: It's really quite simple. In the Sega arcade version and US Gold's conversion there are three sections to *Thunderblade*, all of which require a lot of blasting of enemies: there's the overhead scroll bit and the overhead 3D bit and the head-on 3D bit. The objective is so simple, even a child which hasn't yet been born could understand them. **BLAST! MAIM! KILL! LEET! ROAST! ALIVE!** And when you've calmed down a bit, play the game really. That's it, really: the rest you'll have to find out for yourself (cue diabolical laughter).

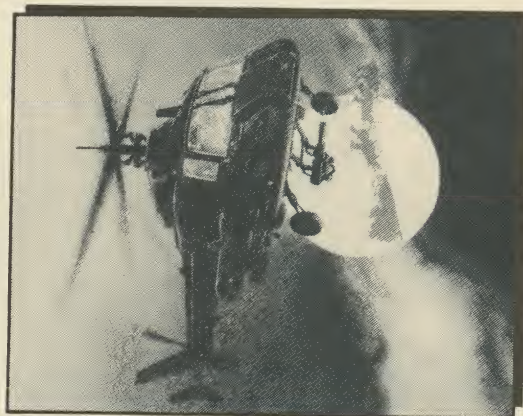
Loading and playing Mad Mix

OBVIOUS BIT: Place ye olde syde of ye cassette in ye deck and repete as ye dyde before. I'm going to have to stop taking these. Turn yourself into a medieval person. pills, aren't it? Oh well, back to editing a magazine...

NOT SO OBVIOUS BIT: See the review on page 23! Hahahahaha! Ze basic objective is to eat pills, shoot nasties and generally have a good time. As you can see from that review, we didn't think this game was too hard, but the demo's free, so what are you complaining about? Hunt! Some people just aren't satisfied with a free playable preview of *Thunderblade* – they just have to have a gallon of ice cream and waitress service to go with it. I don't know what the world coming to? Enough of this banter, I've got to go and write my editorial. Load up and enjoy the rich fruits of US Gold's ample loins.



THUNDERBLADE
MAD MIX



THE ZZAP!
MEGA-TAPE 3

ZZAP! MEGATAPE 3

Hello, mum. OK, that's the introductions over with, now down to business. This month's cassette features (as if you didn't know already) *Thunderblade* and *Mad Mix*. That's it: probably one of the most popular arcade game conversions this year and a free playable demo of the Pepsi game itself on the other side. That's it really. Load it up and check it out.



"MEGA WHEE!"

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a-side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race **MUST** rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

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AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk

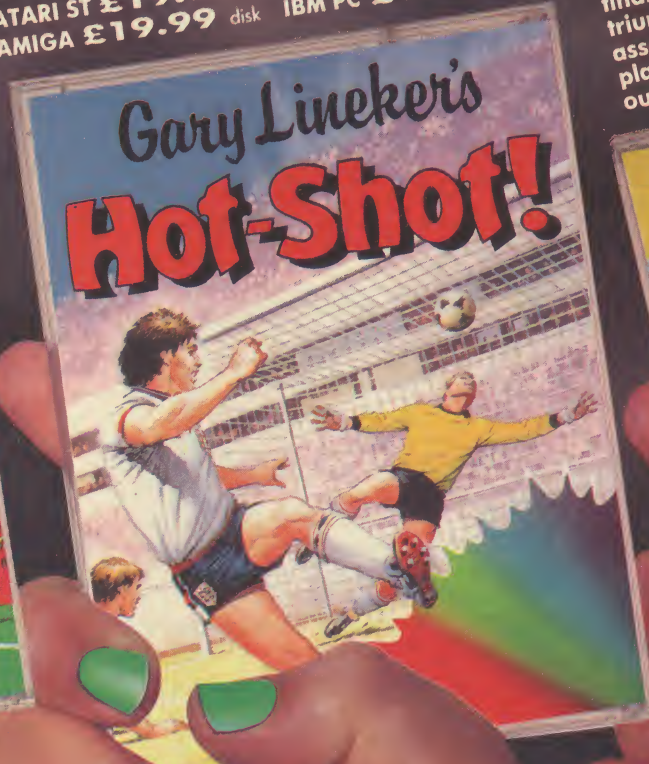
GARY LINEKER'S HOT SHOT

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SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!



Screen shots from various formats.

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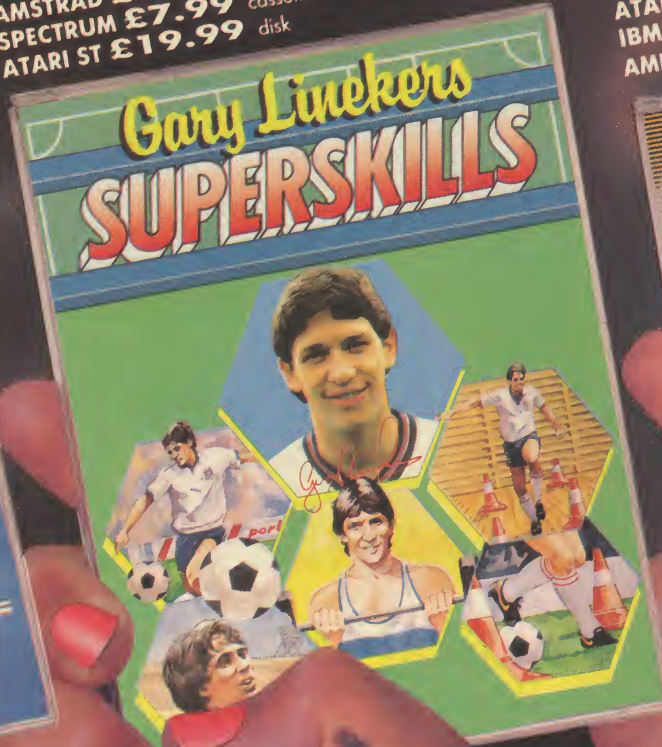
SPECTRUM
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DATABASE EXHIBITIONS

"I'VE LOST
ALL
SELF CONTROL!"

ZZAP! TEST

CAPTAIN BLOOD

Infogrames, £9.95 cassette, £14.95 disk

Bob Morlok was a struggling computer game programmer who worked under the pseudonym 'Blood'. Work and ideas were very scarce, meaning that pay-cheques were very few and far between, until one day he met an author named Charles Darwin. After a short conversation in a bar, Darwin convinced Blood that

alien races were monitoring earth's computer games and wished to invade and take over before the games had learnt enough to repel any attacks. Before Morlok had any chance to get any further explanations from him, Darwin hurriedly left, leaving Morlok to ponder the relevance of their discussion.



▲ Hmmm... I really fancy a Galaxy (- Ed)



I suppose it's the concept of this that grabs me - but I think it's pretty good! Of

course you can't have the speed of the 16-bit machines - either vector graphically or in terms of disk-access - but this has certainly managed to capture the flavour of its big brother versions. The language problems don't bother me much - just look on it as an alien environment where translation is never perfect (it also adds a puzzle-solving element) and you're into the atmosphere of the game. But be careful, Captain Blood is an acquired taste - and I'd definitely recommend you try the cassette version before you buy, because I don't hold out much hope for the loading system.

Four days after, Morlok had an idea. He would program an exact simulation of the situation in order to try and discover a solution to the problem. After weeks of coding and data testing, the program was ready to be run.

Suddenly, as Morlok tentatively typed in the command, he vanished.

Moments later he found himself sitting in a padded command chair, wrapped up like a mummy.

▼ You should see the vector graphics move! You should - because they're not all that fast



When I saw this on the ST, I didn't think that it would work at all on the 8-bit machines, but I must admit to being rather surprised at how well it has actually travelled across. It's not quite up to the standard of the 16-bit version, but you can't really expect it to be, can you? There is a fair amount of data pulled from disk, so I can see tape users feeling fairly crippled by this. I did find some bits quite boring, however, and got quite frustrated when one alien kept saying 'GO PLANET = FREE BRAIN SPIRIT'. What the hell is that supposed to mean? It could be a strange French to English translation, I suppose, but it's hardly helpful. Despite the fact that the programmers have made quite a good conversion, the game still isn't that great.

A searing pain cut through his brain as he changed from an initial computer creation to a super-intelligent being. At that moment he recognised that he had become his own game character. He had become *Captain Blood*.

Noticing an attack pattern on his scanner, he used the hyperspace to escape. However, this caused 30 clones of himself to be created and scattered over the galaxy. The creation of these clones sapped vital fluids from Blood's body... Guess what? These clones must be found...



NOTE: DISK VERSION ONLY REVIEWED. WE WILL REVIEW THE TAPE VERSION IF (BIG IF) WE GET SENT A COPY



I think the actual concept of Captain Blood is excellent, but it's not that well executed on the 64. The palet graphics are nice, as you sit there rotating in space, but some of the graphics are rather blocky and the animation is a bit jerky at times. The sound and music aren't too great either with a disastrous title track rendition of Jean Michel Jarre's *Ethnicolor I*. Another problem is the loading. I noticed a lot of disk access going on when I played, and loading data from disk rather than progressive levels is going to cause havoc when the game is put on tape. The best thing about Captain Blood is that it is available on 16-bit, which makes for a faster and more enjoyable experience.

PRESENTATION 68%

A novel communication system, but a poor loading method.

GRAPHICS 70%

The 3D sections are nippy enough and the ship interior is quite nice, but it does look a bit drab.

SOUND 31%

Poor effects and an abysmal JM Jarre working on the title screen.

HOOKABILITY 52%

It's really hard to get into.

LASTABILITY 79%

If you manage to get into it, it will take you a while to search out all the clones.

OVERALL 77%

Not a bad game at all, considering, but it could have been better.

BOMBUZAL

Imageworks, £9.99 cassette, £12.99 disk

● Superb 'n' cute puzzling action in Crowther's latest game



would be much happier if their lives weren't plagued by bombs going off left, right and centre, so someone must get rid of them all. There is only one person up to the job... YOU! Well, you see, in the game you play the part of... oh, never mind.

I know a few round people (Yeah? Like who, Maff? - Ed). Oh, yes indeedly I do. But they don't live on platforms and they don't carry bombs. So... well... I don't know why I said that in the first place. Oh, yes I do!

Bombuzal is round. Well round-ish. But he lives on platforms and carries bombs. He also sets them off. That's his job you see, setting off bombs. Let me explain further...

Bombuzal lives in a strange land in another dimension. A land of platforms and bombs. The inhabitants of this strange dimension



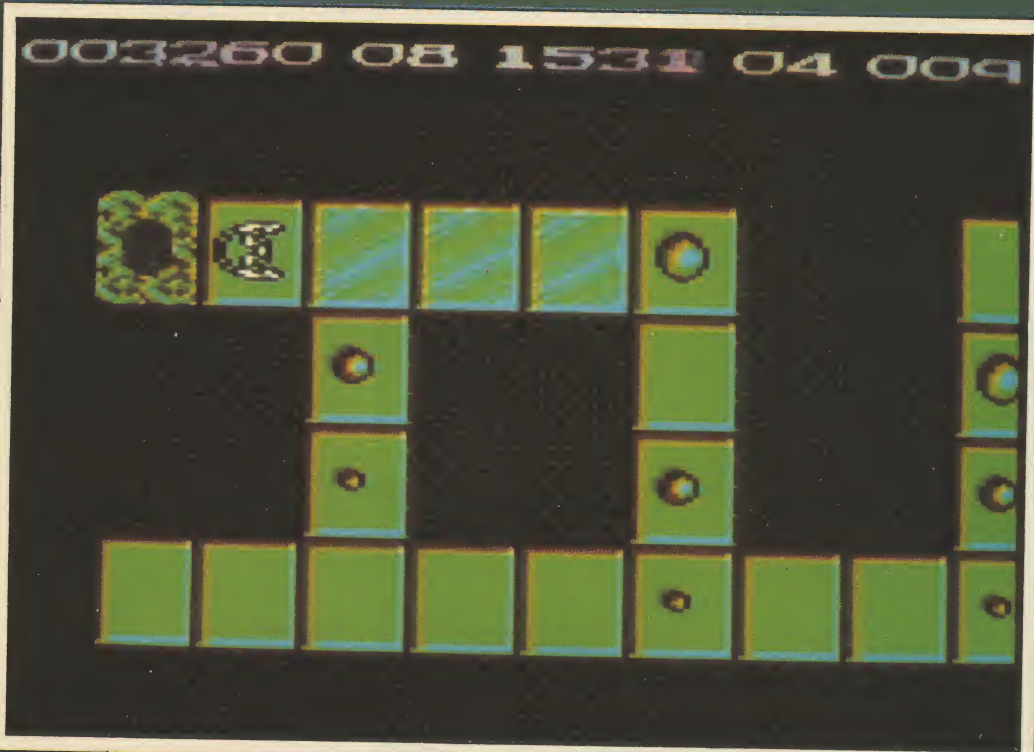
▲ Oh, the problems of being a cutesy fur-ball in a 3D puzzle environment - you've always got to be careful where you tread next

▲ You haven't got the time to admire the little patterns - get on with it!

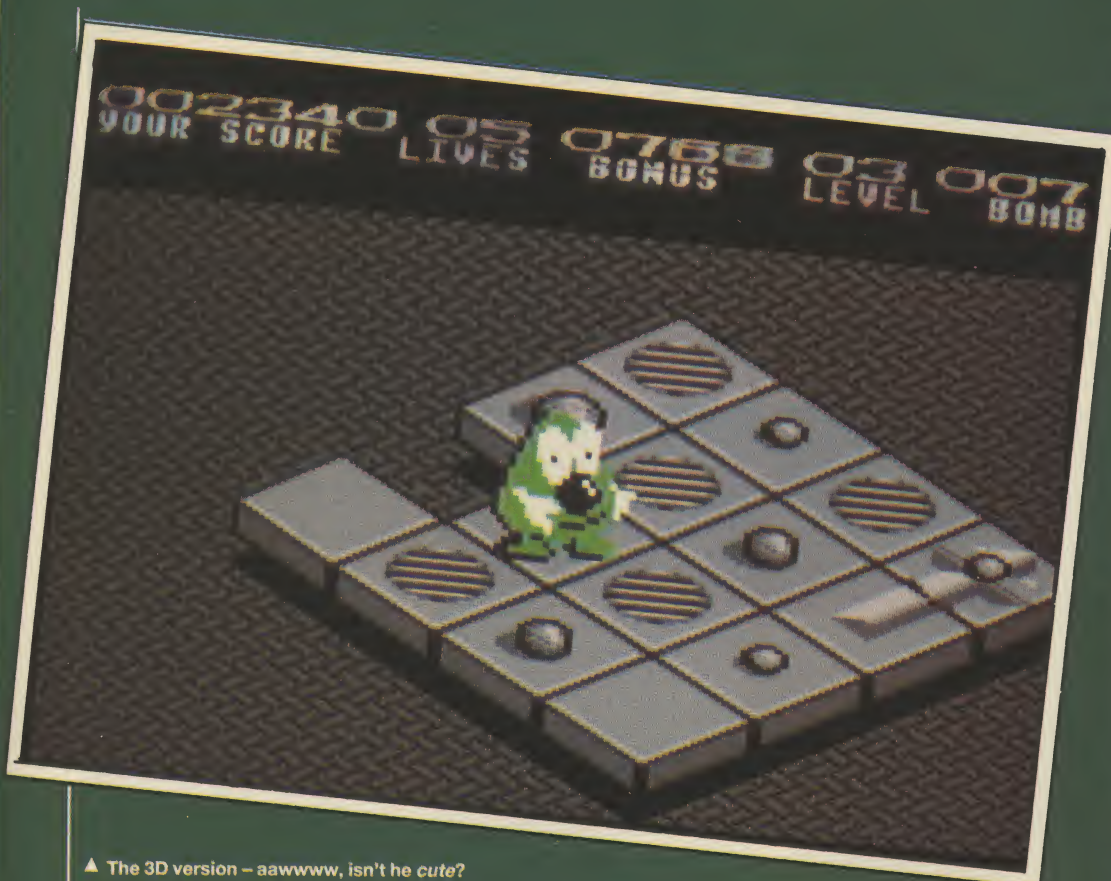
The pesky bombs come in three sizes: small, medium and large. (what a surprise) each with its own explosion area. Various amounts of these bombs are scattered



I haven't played a really good puzzle game since Tetris, so I was looking forward to something appearing quite soon. Power Pyramids (reviewed elsewhere in these pages) failed to fit the bill but Bombuzal certainly has! It's great! The graphics are very neat and have an incredible 'cute' quality to them without confusing the puzzles at all. The levels start out quite easy but soon get really difficult, with some unbelievably devious bomb patterns. One of the signs that this is a good puzzle game is when you hear people shout 'Aw, that's not fair... oh... hang on... AH! I see!' then quickly start a new game with their new knowledge of bomb disposal. I'd say that Bombuzal is the best puzzle game since Tetris, and coming from me that's good!



▲ If you don't move fast, our little furry friend is going to be splattered all over the shop



▲ The 3D version – aawwww, isn't he cute?

around small clusters of platforms which are now deserted because of the hazardous conditions the bombs create. To clear a sector, all the bombs on the platforms must be blown up, without you going up with them or falling off the platforms.

This may sound easy enough, but you've got to remember to take into account bomb chain reactions, collapsing platforms and icy floors. Certain bombs can only be detonated by making very clever use of chain reactions and the occasional tracks in the floor which allow you to move a bomb into a better position.

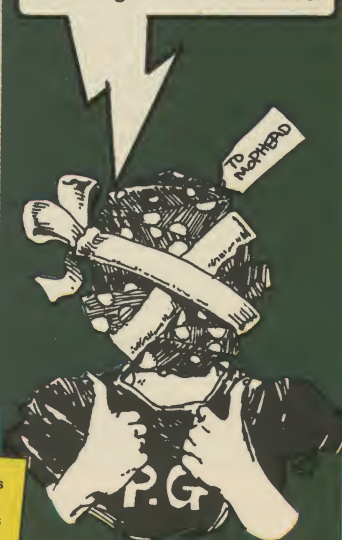
Different platforms have different features and tiles (see Tiles box). How they're positioned dictates the strategy required.

NORMAL TILE	SQUEEK – like Bubble, only detonates the first bomb he comes across
RIVETED TILE – explosions cannot be destroyed by	POWER TEMPLE – sucks in explosions and contains the blast but detonates afterwards
ICE – keeps you moving until you hit a more stable block	SPINNER – shoots you off in a random direction
DISSOLVER – disappears when you walk off it	MINE – detonates when touched
SLOTTED TILE – bombs on these can be moved	BOMBS – come in three sizes. Must be primed to explode
TELEPORT – transports you to a specific point on the level	SWELL BOMB – changes size until primed
SWITCH – toggles a change in the platform pattern	A-BOMB – detonates all other a-bombs on level when primed
BUBBLE – a droid which you control. Gets destroyed on detonating a bomb or mine	



Yippee! Yoohoo! Weyhey! Yeeha! I'm just doing a celebratory jig around the office because Bombuzal has got to be my favourite game of the month. I mean, it's rare enough to find a puzzle game in the first place. When you get hold of one as absorbing and cleverly designed as this – well, you've just got to celebrate. There are so many different features that (unless you've got an attention span of under two milliseconds) it's totally impossible to get bored. The puzzles get incredibly devious the further you go and as you've got two sets of dimensions in which to play, if you ever do make it through to the end of the game in 2D, you can start all over again in 3. Using the password system, you just keep on playing from the point at which you left off. If you're thinking of treating yourself to a really unusual game over Christmas, get Bombuzal – it's cute, cuddly and absolutely brill!

What an original idea this is! Old Tone Crowther has come up trumps again with one of the cutest and most playable puzzle games on the 64. The presentation is excellent with a choice of a 2D or 3D perspective and a code word system so you don't have to start from level one after dying on level 119 out of 120. The bomb structures are very well thought out and tricky with it, making you try time and again until you've got it right. To be honest, I can't see many people throwing their joysticks down and saying 'stuff that'. I rather think that they'll be saying 'well, if that didn't work, maybe this will.' After the somewhat average Fernandez Must Die, Tony Crowther and David Bishop have given us a real gem. Well done lads!



PRESENTATION 96%

Good intro, useful options and tidy layout. Code word system, two different perspectives, loads of neat touches. Get the message?

GRAPHICS 79%

Cute, but not brilliant. They do portray the action nicely, though.

SOUND 71%

An adequate tune and some decent spot effects. The speech is a tad rough, but really adds to the atmosphere.

HOOKABILITY 97%

The first levels are just simple enough to grab you instantly.

LASTABILITY 98%

Loadsascreens mean that you'll be kept playing for just ages.

OVERALL 97%

The cutest puzzle game on the 64 and it's really addictive as well!

PURPLE HEART

CRL, £9.95 cassette, £14.95 disk

Striker and his ole army buddy, Cobra, have been through a lot together. They've experienced every foreign war in the last 15 years, but now they've been sent on their toughest mission yet. Their orders: to make their way through enemy territory with one thought in mind – elimination of all enemy personnel.



I'm really surprised. This may be the best CRL game since Tau Ceti.

Unfortunately that's no great compliment in itself, but, no, honestly, this isn't too bad at all. In fact it's quite a reasonable Ikari Warriors clone – without quite so much action, but with a few extra bits. The two player option adds to the fun, but does suffer from strange screen restrictions, preventing the players from being too far apart. Purple Heart is worth a look but it would have been better at a budget price.

Purple Heart is murderous action for one or two players, each taking control of Striker or Cobra and their itchy trigger fingers as they stalk the scrolling warzones. A friendly Quartermaster has already passed through and dropped weapons for the boys to use – rapid fire machine guns, pump action double-barrelled shot guns, flame throwers and rocket launchers.



▲ Hmmm, one or two teensy tad-ettes' worth of *Commando* overtone here



I don't really share Paul's mild enthusiasm for this product, but I have to agree that it isn't down to CRL's standards of late. The Commando-esque action is reasonably good fun for a while and the extra weapons are handy, but they didn't allow me to exercise my destructive urges to their fullest. Why can't you blow up the jeeps with the rocket launcher, or even burn the foliage with the flame thrower? The graphics and sound are reasonable, but I'd have to have had a lobotomy to spend £10 on *Purple Heart* when I could get *Ikari Warriors* on compilation for a couple of quid more.

chers. Looks like plenty of jolly larks in store for the camouflaged chums, eh readers?

PRESENTATION 68%

Impressive cinematic opening credits and introductory sequence, but you have to sit through a multiloop to see it. Two player option is OK.

GRAPHICS 60%

A little rough in places but they serve their purpose well enough.

SOUND 59%

Reasonable effects and soundtrack.

HOOKABILITY 68%

Simple-minded blasting is easy to grasp.

LASTABILITY 63%

Only six levels but it'll take a lot of playing to get through them.

OVERALL 58%

A reasonably good variation on *Ikari Warriors*.

FINAL ASSAULT

Epyx/Infogrames, £9.99 cassette, £14.99 disk

If you're the kind of ignorant individual who thinks that rock-climbing is walking up the stairs to a sweet shop in Brighton, you're in for a bit of a surprise. *Final Assault* has you going on training sessions and choosing courses before you've had a chance to say 'a quarter of smarties' please, misus.

Whichever of the two totally different surfaces (ice or rock) you're on, it helps if you've packed your rucksack – because if you're stranded on a rock face without your thermos you... well.. you won't be able to have any tea and if you don't get any tea you die of thirst and fall off.

Nasty, that.



▲ Epyx mate with *Chamonix Challenge*, and end up with a fat, spotty baby (hatstand captions Inc)



Aargh! Talk about tedious! Only a few minutes into trying to fathom the mysteries of *Final Assault* I was beginning to fall asleep. Standing on same rock ledge for half an hour with no sign of as much activity as you'd find in a goldfish bowl (*Oil! – Ken*) is not my idea of fun at all. Even in the training section you make such slow progress that any initial interest quickly turns into a manic desire to switch off your monitor and go and do something a lot less boring instead. Biting your nails for example. Maybe rock climbing fanatics might find a bit more to admire but I have my doubts. Serious doubts.



There are lots of things which don't really work as the subject of a computer game – you know, walking the dog, watching paint dry, that sort of thing – and rock climbing, is another one. *Final Assault* lets you experience all the planning, preparation and strategy of a climb without any of the nerve-wracking atmosphere, danger or exhilaration. In fact, the whole process is thoroughly boring. There's nothing wrong with the execution as such, I just don't think that anyone would be happy looking at exactly the same screen for two hours at a stretch. I certainly wasn't.

PRESENTATION 75%

Three possible courses, training option and slightly awkward icon system.

GRAPHICS 49%

Mostly functional with few details.

SOUND 55%

Tuneful title theme, basic in-game effects.

HOOKABILITY 40%

Unhelpful instructions and overly difficult training option don't encourage play.

LASTABILITY 37%

Might be rewarding if you really persevere but it's doubtful that anyone will last that long.

OVERALL 41%

A competent, but very tedious, version of a sport that doesn't really work as a sim.

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Screen shots from CBM 64/128 and Spectrum versions.



...GET YOUR TEETH INTO... "THE MUNCHER" COMPUTER GAME



THE PEPSI CHALLENGE MAD MIX GAME

US Gold, £7.99 cassette, £11.99 disk

Who is Mix? Why is he mad? Who gives a Canadian monk seal? Not us that's for sure! Well, whoever he is, he's round and runs around mazes eating dots and avoiding ghosts which are trying to kill him (no wonder he's mad!).

Sometimes he finds things that are useful, like power dots which



I'm all for a bit of nostalgia every now and then, but it's only worth getting nostalgic

about something that captures the right atmosphere. Now I don't mind PacMan at all, in fact I used to play it a lot in the arcades, but Mad Mix is a poor rehash of the Pacman theme and doesn't capture any of the atmosphere of the original game. It tries to add excitement with a few new features, but it's still not there. The graphics are small and blocky, the sound is weak and the gameplay is boring. What more can I say?



▲ It's P-p-p-p- Mad Mix



Ever since Taito rejuvenated Breakout and turned it into Arkanoid, game designers have been trying all sorts of things to jazz up old games. Topo Soft have tried to do the same in Mad Mix. I liked Pacman when I first played it ages ago – and I still think that it's a better game than Mad Mix. It's not too bad I suppose, but it's not exactly state of the art either. The maze graphics are drab and boringly coloured, the sprites are flat and characterless and the sound is dire. Try it out for yourself on the cover mount cassette.

turn him red and allow him to kill monsters, and magic tiles which turn him into a big fat editor. No, no! I mean hippo (phew). Then he can walk down one-way paths the wrong way and splat ghosts. Gates can only be passed one way in any state and gun lanes allow Mad Mix to blast enemies off the grid.

PRESENTATION 31%

Frustrating delays and very little to create any atmosphere.

GRAPHICS 35%

Piddly sprites and dull backgrounds don't help, either.

SOUND 41%

A grating tune and several ping-pong effects.

HOOKABILITY 53%

It's easy to play...

LASTABILITY 41%

... but you'll stop playing a couple of levels later.

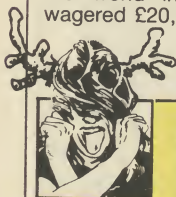
OVERALL 48%

A poor attempt at rejuvenating a much-loved idea.

AROUND THE WORLD IN 80 DAYS

Pandora, £8.95 cassette

One wet and windy night in London when his intake of port had er... well, gone over the top a bit, Phileas Fogg, made a bet. To the horror of the fellow-members of his Reform Club, he promised to travel round the world in 80 days – and wagered £20,000 to back up the



Aaaaaaaarrgh!
Mnggggggggggh!
Hiiiiiiyaaaaa!
(Will you stop doing that, Kati! –

Ed) Hmm, well that feels a lot better. I've just had a very unpleasant tussle with one of the most annoying multiloads I have ever come across. If we hadn't given the Pilchard Of The Month award already, I'd be giving it straight to the guy who decided to waste one whole side of tape on an animated film sequence. Nice one! If you're still awake by the time the first level loads, congratulations! Don't get too excited, though: it's only about six screens long and then you're on to the multiload – again. If you see this looking innocent on your local dealer's shelf, don't trust it – not one inch.



Well, guys and gals, I can put my hand on my belly and say absolutely honestly, without the tiniest shadow of a doubt, that this is one game I'll never play again and nobody (except maybe a war-mongering rhinoceros with a machine gun) can make me. Why? Well, it sports one of the most irritatingly long-winded multiloads of all time – and that's just for starters. The graphics are blotchy – or do I mean blocky? – well, it doesn't matter because they're both – and the gameplay itself is about as rewarding as counting the grains in a bag-full of PG's personal itching powder... If you want to do yourself a favour, give this a miss.

► 'Aha! Passepartout! We've crossed the international dateline.'



bet. Goodbye Reform Club, hello bankruptcy.

Well, maybe not bankruptcy. Luckily for them, Fogg and his sidekick, Passepartout, have you to guide them on their journey. With a capable guy like you at their side, they can bribe, gamble, fight and build human pyramids on their way to success.

Funny old life, innit?

PRESENTATION 45%

Icon-selection system and film-style opening sequence can't compensate for an unbelievably boring multiload.

GRAPHICS 40%

Blocky sprites and unoriginal backdrops.

SOUND 40%

Uninteresting dirges play throughout.

HOOKABILITY 23%

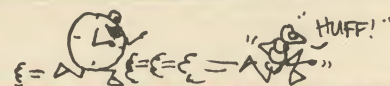
Watching the multiload murmur to itself puts you to sleep before you even start.

LASTABILITY 18%

Might last longer than a cup of coffee – but not much.

OVERALL 29%

Tedious, long-winded and ultimately boring. Recommend to people you don't like.



THE RACE AGAINST TIME

Code Masters, £4.99 cassette

You'd think something as energetic as leading the global charity fun run, Sport Aid '88, would leave you feeling a bit... well... knackered to say the least. But no, Omar Khalifa, the legendary Sudanese athlete is preparing to run again. Well, he's not really, he's just the name that's given to a

block of white pixels in a computer game, but you know what I mean – don't you?

Anyway, Omar's personal race starts out in the El Mowheli relief camp in Sudan. He's only got a certain amount of time to raise a flag and light a flame in each of six (six?) continents. Now Omar's pretty fit but he can't walk on water

– so to get from place to place, he uses a plane (well OK, an icon on a global map).



▼ New York, New York – er... yeah. Bit like a Speccy screen, though, don't you think?



Phew! It was beginning to look as if Code Masters weren't going to get the 64 version of their Sport Aid '88 game out before the end of the year. Wouldn't have been very topical that – Sport Aid '88 in '89.

Which brings me to a strange and wondrous mystery. Why have they spent so long developing this when the Spectrum version, which was released early in the summer, looks exactly the same? Well, not quite exactly the same – the control method is a lot messier and the screens flip so slowly that you've time to get out of the way of a herd of rampaging rhinos in between. Forget about this really dud game – contribute to the cause instead.



I really enjoyed playing this when it came out for the Spectrum – loads of puzzles, attractive graphics and, to top it all, a really good cause. Er... couldn't really say the same about the 64 version, though. In fact, I don't think I actually saw what you could call a 64 version 'cos you'd find about as many differences between the two formats as you would between two absolutely identical turkeys with two identical chef's hats on each leg. Not only that – Peter Gabriel's Games Without Frontiers soundtrack is even less musical than Maff's rendition of White Christmas after a half of ale down the pub – and it doesn't even play throughout the game. If you're keen to buy this because of Sport Aid, give five quid away instead. You won't be missing out.

POWER PYRAMIDS

Grandslam, £9.95 cassette, £14.95 disk

Many aeons ago, when the giant lizards were still kings of the Earth, the planet T-Pyge had already become highly civilised. One particularly intelligent individual invented a strange construction which immediately took off on planets all over the galaxy. These constructions were the pyramids.

Eventually, Earth caught on to the trend, and the ancient Egyptians with their strange interstellar communications (prayers) soon purchased pyramids of their own. In the early days of pyramid transportation, two hyperspace juggernauts were needed to transport the pyramids to their new homes: one for the constructions themselves and one for the immense power generators to keep the pyramids active.

The T-Pygeans discovered, however, that by deactivating the pyramids' power, they could make a huge saving in delivery costs. Therefore, every pyramid delivery man must activate all the levels in the constructions before the customer receives the goods. This is done by way of a remote control ball-shaped robot, which must run over floors and switches to activate them whilst missing walls and

obstacles, since they sap the robot's energy.

You play the part of one of these



Frankly, I don't really know what to say about this game. Oh, yes I do... it's basically

bad. There. That'll do for a start. I didn't mind it at first: you think you'll be able to get the hang of it and start stringing a few solutions together – but the game isn't worth it. Everything about it is disappointing, from the boring loader to the scrappy 'Game Over' sequence. The playability is virtually non-existent due to the dreadful control method which frequently sends you careering into obstacles and walls alike. Give me a puzzle game to play for a couple of hours and I'm pleased as punch, but make sure it's not this puzzle game, or I'll probably punch someone. Compared to the brilliance of Bom-buzal, this is an extremely dull substitute.

delivery men, who has just arrived on planet Earth and must set about setting up several pyramids, from

the easy 14-room Basic model to the mega 54-room Royal model before you run out of time or



▲ Power to the pyramids! (Tooting Popular Front)



Usually, I really like puzzle games, but I tend to draw the line at ones which are as badly presented and unplayable as this. The spheroid is virtually uncontrollable, making each game an annoying and frustrating experience. The graphics are hardly state of

the art either, and the sound consists of a few rather meagre tunes. It just isn't enough. With a puzzle game, presentation is very important, for controls and on-screen appearance: both are sub-standard in Power Pyramids. If the graphics and general appearance are a bit off-key then I'd rather have a playable game than absolutely nothing, but this gets very close. If you like puzzle games then avoid Power Pyramids, as the only puzzle involved is why they decided to release it. It's the worst 64 puzzle game I've ever played.

As usual the population of the world has left a lot of rubbish lying about. Bit of luck that – picking up an object in one place should prove helpful for progress later on.

The Race Against Time was produced expressly for Sport Aid and all profits from its sales will go to support the charity's campaign to help children in need all over the world. OK?

PRESENTATION 45%

Apart from a naff title screen, nothing outstanding.

GRAPHICS 28%

Great by the Spectrum's standards but abysmal for the 64.

SOUND 50%

Tinny title version of *Games Without Frontiers*. In-game sound confined to footsteps (er... yeah).

HOOKABILITY 49%

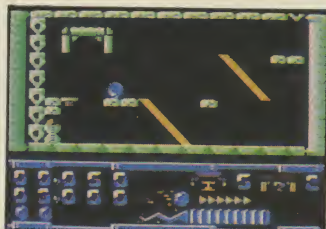
Well, you might as well see what this malarkey's all about.

LASTABILITY 31%

The screen flips too slowly and the controls are too awkward to muster even average appeal.

OVERALL 30%

The Spectrum *Race* transferred trainer, shorts and singlet to the 64.



energy. Fail, and there'll be hell to pay when the boss catches you...

PRESENTATION 20%

Dull opening screen, disastrous control method and not enough options. Very weak.

GRAPHICS 31%

Bland, blocky and poorly animated throughout.

SOUND 43%

The occasional ditty fails (miserably) to add any atmosphere at all.

HOOKABILITY 12%

The frustrating control method instantly puts you off...

LASTABILITY 12%

... and it doesn't get any better

OVERALL 18%

An original idea... probably because nobody has had such a brain relapse before.

SAVAGE

Firebird, £9.99 cassette, £12.99 disk

Love, they say, is the greatest thing, but handsome Mr Savage isn't so sure. His affections have got him locked in emotional turmoil, not to mention a castle dungeon. His sweetheart is being held prisoner somewhere by the castle's owner, and not being able to stand the separation or the terrible microwaved dinners the gaoler serves up, Savage has decided to make his bid for freedom.

He makes off in search of the exit. In an attempt to keep up the appearance of a place of pain and torture, the dungeon has been kitted out with nasty energy-draining denizens which Savage can destroy with magic axes or what-

the dungeon exits with lightning bolts.

Once out, it's time to load the next level, in which our hapless barbarian legs it through Death Valley, an area inhabited by animated skulls and ghosts. You get a 3D Perspect-O-Vision barbarian's eye view of the proceedings as Savage dodges large monoliths which approach at frightening speed. Run into anything on this level and it's one life down the cess pit.

After all this running about and risking of life and limb, Sav feels a bit cheesed off when he gets to the end of Death Valley and finds out his girlfriend is locked in the same castle he's just escaped from.



Does this mean Probe Software's days of dross are over? They certainly seem to have turned over a new leaf, because *Savage* is really rather good. There's quite a bit of gameplay variety, from Rastan-type running and bashing to Space Harrier style 3D dodging, to a scrolling maze with extra bits. The graphics in all are really nice, but the music is even better – the in-game tunes aren't bad but the title piece is really high energy stuff with loads of sampled instruments and voices. Not the greatest game in the world, but certainly worth a look.



▲ This 3D section is a really fast mover – and if you can dance to the beat you might just make it! (eh?)



I cringed when I saw the Probe Software name on the press release accompanying *Savage*, thinking of some of their previous blunders. However, after playing for a while I was surprised to find that this is really quite a good trio of games. The first part has some fairly addictive shooting and dodging action and some rather nice graphics to boot (one of the guardians looks just like Gordy). The second section is a smidge too difficult, and after several untimely deaths I wondered why *Savage* didn't just run a little slower if dodging monoliths was such a problem. The last stage looks like one for maze freaks only, but falling weights and spiky traps keep you on your toes. If you're after a bit of action, try *Savage* – there's something here for everyone.

ever other weapons he can find.

If he manages to make it across pits of flame and booby traps, Savage reaches the dungeon Guardians, mighty beasts which guard

▼ Get savage!! Er... maybe



Not wanting to face the ghosts and the skulls again, he returns by another route only to find his entrance to the castle blocked. His only hope of rescuing her is to send his eagle into the castle to destroy the last of the demons with venomous spit, then pick up their special powers. Savage's extraordinary psychic rapport with his eagle allows him to guide it through the scrolling maze of passages which will eventually lead to the girl of his dreams.

See! He may seem like a callous, muscle-bound hard man but in

fact he's just a shy old Romeo in animal skins.

PRESENTATION 60%

Joystick/keyboard options and passwords allow you to start play at any level.

GRAPHICS 71%

Large, colourful and smooth.

SOUND 88%

Excellent sample-packed soundtracks and some good effects.

HOOKABILITY 73%

Good looks and sounds draw you into the game immediately. Second section is a little frustrating though.

LASTABILITY 70%

Certainly plenty of game for your money.

OVERALL 72%

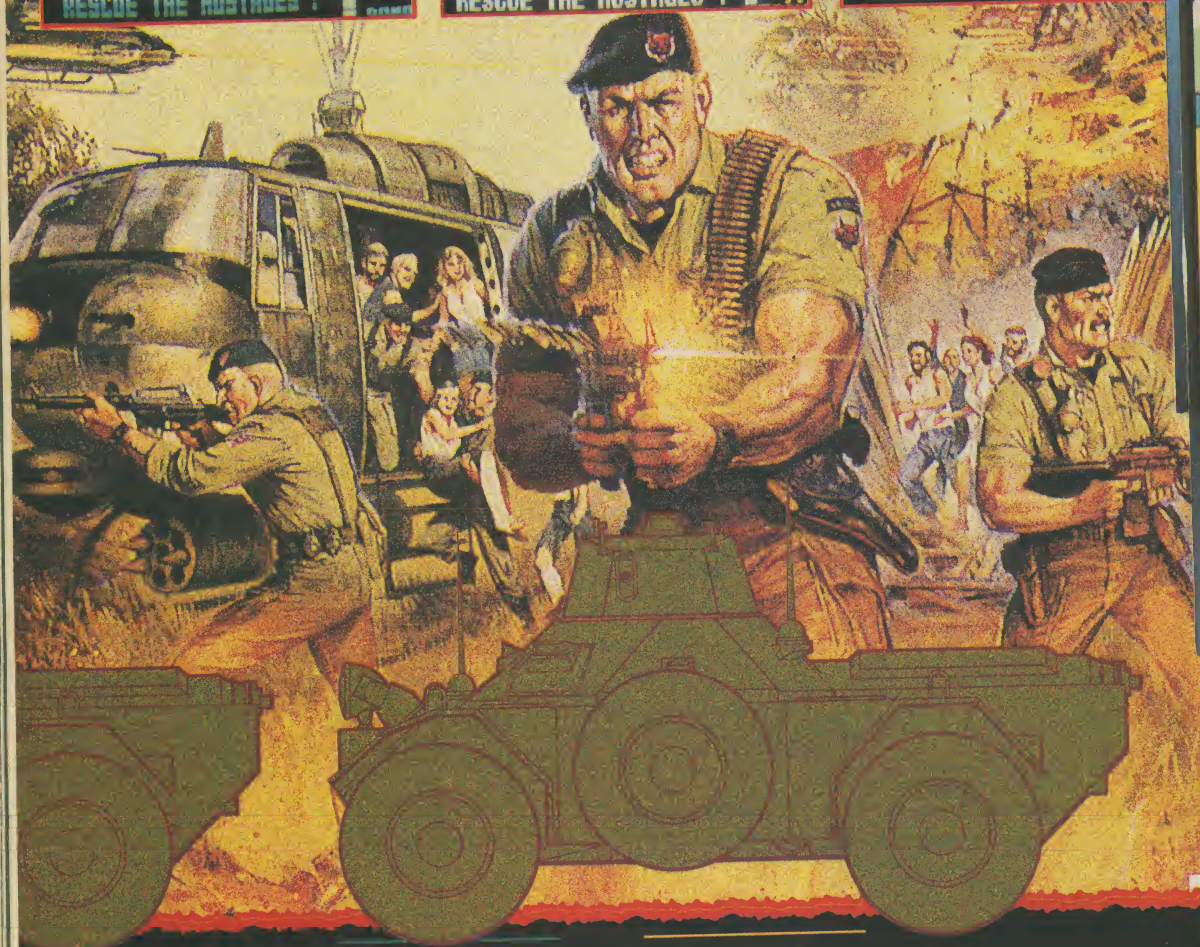
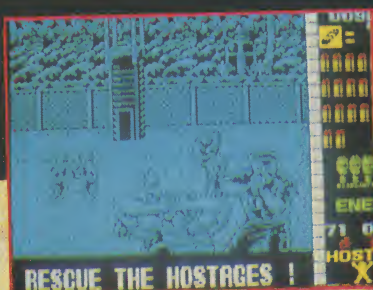
Long-term playability and fine appearances make this a very interesting product.

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BUBBLE GHOST

Infogrames, £9.95 cassette, £14.95 disk

And you thought things were bad when you were alive! OK, so maybe selling oil to Saudi Arabians wasn't the most rewarding job in the world, but at least all you had to worry about then was sunburn and paying the bills. Aaaaah, life!

Death, on the other hand, is slightly more stressful. A lot more stressful in fact. It's all the more upsetting because you were just minding your own business, walking through walls, going oohooohooohoo, carrying your head under your arm now and then (you know, how ghosts do) when... pft! - it was gone. With one huge hairy swoop, Brian the Terrible



nicked your soul, trapped it in a bubble and walked away.

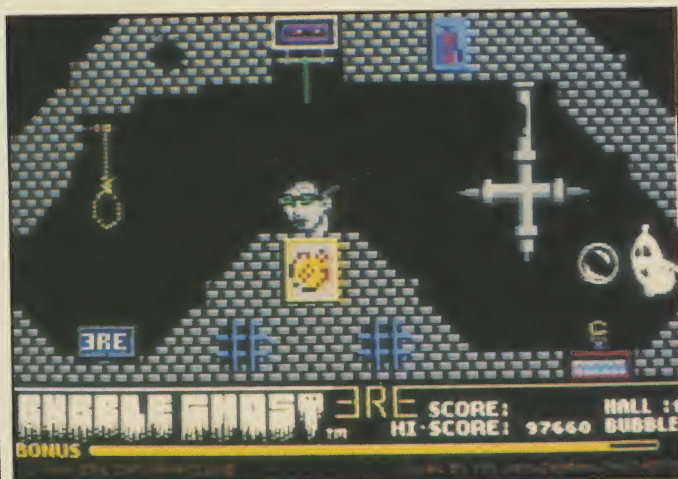
All very hilarious for Brian no doubt, but you've now got to go to all the trouble of trying to get this bubble out of the castle with no equipment at all except your own breath (very fragrant, I'm sure).

Manage to perform just the right contortions to enable the bubble to avoid the candles, fans, knives and spikes which clutter up Brian's luxurious pad and your soul might be saved. If not, you'll float in limbo for the rest of your days. Gulp!



This is a bit of all right then, innit? Prancing around a cold, bleak castle with nothing except a pair of sheets and a lung-full of garlic breath to your name - just the way we like our cutesy games up north! Unfortunately (boo hoo! - or should that be wooo?),

a bit of alright is all this is. The animation, the graphics or the sound are nowhere near as detailed (or silly) as they might have been and there's no sign of the sort of extras that made the Amiga version so brill. The control method isn't exactly flavour of the month either - it's so awkward that difficult manoeuvres take far too long to make and your precious bubble just gets burst. Ah, well!



▲ The ghost's the same but the fine control is lacking - and as a result, it's not half as good as the Amiga incarnation



At this point, I was going to sing you my personal remix of I'm Forever Blowing Bubbles but half an hour of combined screaming from ME, PG and GH during my practice session has persuaded me that perhaps I'd better not. Anyway, I won't be - blowing

bubbles for ever, that is - because this version of Bubble Ghost and I didn't quite hit it off. I wouldn't have minded the basic graphics or the fingernails-down-the-blackboard sound, if the gameplay had been just as brilliant as it was on the Amiga - but it's not. The controls are far too jerky and the ghost is just a tad too hard to move. You can still get quite a bit of fun out of manoeuvring your cutesy ghostie, though (I really like the animation when he fails to complete a screen) - just not as much fun as you might have been led to expect (groan!).

PETER BEARDSLEY'S INTERNATIONAL FOOTBALL

Grandslam, £9.95 cassette, £14.95 disk

Another game of pixelated pigskin pushing hits the 64. Plumph. This one, for a change, is endorsed by the famed Boy's Own Georgie hero, Paul Glancey. No, just a joke: it is, in fact, Peter Beardsley.

The game is standard football, except that you don't have to wear an expensive Fila shirt, stand ankle

deep in mud or have your legs kicked to pieces to participate fully in the proceedings.

It begins at a menu screen. Here you can select various play options. Two players can take part in the game, or one can play against the computer team, but in either case, the human player has to pick a country which he wants to represent (this is 'international' football, remember). From there,

you can select the length of the game in real-honest-to-goodness-time, from five to 20 minutes.

Moving quickly along, you can then enter a one or two player league competition, and select which teams play in the two groups.

After that, it's football, in the



There I was, thinking that the standard of footy games was improving, but, cripes, along comes this one and proves how wrong a fella can be. I would mention its good points, but I honestly can't think of any, apart from the league and tournament features.

Bad points, oh, yes, it's got plenty of those, so I'll list them. The player sprites look like hunchbacks and walk like they're pedalling bicycles, except for the goalkeepers who slither along their lines having no effect on play whatsoever. The instructions say that the longer you hold the fire button the further you'll kick the ball (which, incidentally, moves as if it's filled with water) but when you do try to pass or shoot, you have no real idea how far it's going to go because a) the strength gauge mentioned in the inlay didn't exist on our copy, and b) there is effectively only one kick strength. The worst thing was that the computer didn't seem to have much idea about where the players should be, and if you move forward straight after kick-off, you come across players in the opposition's half who theoretically shouldn't be there. As a footy sim, this makes a good throat lozenge.

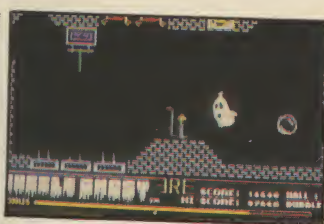


The rebirth of the computer football game has really brought forth some stars, such as Tracksuit Manager, Emlyn Hughes' International Soccer and Microprose's forthcoming Micro Soccer. You'll notice I didn't list this game among those others, and

there's a simple reason for that - it's abysmal. Even the age-old International Soccer had more realism than PBIF and there are so many flaws in the game that it is no fun to play. You thought the graphics in EHIS were chunky? They have nothing on this game. Not only are the players expanded sprites, the programmers have put a black outline around their limbs to give that extra dog-foody look. The sound is equally poor - just a choice between nobody's favourite football crowd songs or nothing. I can't imagine even the most desperate football fan either buying or enjoying such a low quality game of their favourite sport.

▼ Oy! Peter, man! On me 'ead, son! On me 'ead!





PRESENTATION 75%

Two-player option plus chance to practice screens.

GRAPHICS 68%

Cutely animated main sprite floats around against atmospheric but not very detailed backdrops.

SOUND 37%

Totally unghostly (jolly) title tune and grating in-game effects – luckily you can turn them off.

HOOKABILITY 61%

Scenario appeals instantly but the control method is a bit tricky to master...

LASTABILITY 57%

... and it doesn't get much easier – especially when the screens get harder.

OVERALL 62%

A pretty good 64 conversion – could have been better, though.

standard scrolling grandstand format. Throw-ins, goal kicks, extra time, but no Stanley-knife-wielding, racist or coin-throwing fans. Ah, the wonders of the computer age, eh?



PRESENTATION 39%

No title screen at all. Lots of tournament options, but they don't make the game any more playable.

GRAPHICS 36%

Deformed chunky sprites shambling up and down the pitch, wondering what they should be doing next.

SOUND 40%

Consists solely of standard football crowd classics.

HOOKABILITY 27%

Hopelessly flawed gameplay and awful appearance make it hopelessly unaddictive.

LASTABILITY 21%

Utter uselessness condemns the game to doorstopdom almost immediately.

OVERALL 23%

One of the worst football games around at the moment.

OVERLANDER

Elite, £9.99 cassette, £11.99 disk

Ah, Judith Hann, where are you now? No-one listened to you on *Tomorrow's World*, when you were giving those riveting, but somehow *unconvincing*, demonstrations on the effects that aerosol CFCs were having on the Earth's ozone layer. If only we'd listened, we wouldn't be in the mess we're in now. Barren soils, little vegetation and the human race banished to isolated underground cities.

Transport between cities is only possible for those daring enough

to enlist the help of (jarring chord) *The Overlanders*, a small race of hardy individuals who live for speed. They build and rebuild their pre-holocaust automobiles, fitting improvements and cannibalised parts which will increase their speed and resistance to attack from some of the many gangs of surface-dwelling outcasts.

These gangs make life hell for the Overlander by blocking the road with barriers, placing snipers at the roadside, trying to destroy cars by knocking them off the road



▲ Blasted any roads lately?



I was pretty disappointed with US Gold's *Roadblasters* conversion, and thought that Elite's similarly-styled game *Overlander* would be some great improvement. I was shocked to find that it was scarcely better! The 3D road display isn't quite as

bad as that in *Roadblasters*, but it still leaves a few things to be desired. When you're moving at full speed, the roadside stripes look like they're keeping up, but objects on the road, such as barriers and overturned cars give the impression that you're staying well under the national speed limit for built up areas. Let's face it, if you're going to produce a game like this you've got to use an effective 3D routine to make the action exciting. This one just fails to make the grade.



Urgh! This is wheelie poor! The controls are sluggish so you have hardly any

chance to avoid some of the later hazards on level one, such as the roadside machine gun nests or barriers. The graphics, though reasonably well-defined, don't create any kind of overwhelming feeling of exhilaration to thrill or excite you. Driving my onscreen motor at 180 mph distinctly reminded me of being a learner driver, cruising the streets at 30. Shooting and evading anything is more a matter of luck than skill because things don't appear on the horizon – the first you see of them is when they materialise in the middle distance giving you precious little time to get out of the way. If you're still desperate for the *Road Blasters* experience you might as well keep on pushing the ten pence into the arcade machine. This isn't going to answer your prayers.

or driving explosive-laden motorbikes into them. Clever *Overlanders* equip their automobiles with heavy artillery to clear the road of such maladepts.

At the beginning of each level the player (who plays the part of an Overlander – which part we won't be divulging) is given the option of taking two missions: an easy but low-paying one for the Federation of Law-Abiding Citizens or a difficult but well-paid run for the Crime Lords. It's customary for *Overlanders* to be paid 50% of the salary up front, and with this money you can equip the car with extra weaponry and sufficient fuel to complete the journey.

PRESENTATION 65%

Sluggish controls with fuel and weapons selections which aren't as friendly as they could be.

GRAPHICS 58%

Poor 3D effect doesn't really create any feeling of exhilaration.

SOUND 71%

Palatable soundtrack but no spot effects.

HOOKABILITY 47%

The lack of a convincing road display makes gameplay difficult and barely exciting.

LASTABILITY 40%

Very slow progress leads to intense feelings of frustration.

OVERALL 46%

A poor 3D motor shoot 'em up, not much better than the conversion it mimics.

NATO ASSAULT COURSE

CRL, £9.95 cassette, £14.95 disk

What have the Hitman, the Ninja, the Flame and Tommo got in common. Silly names? Green clothes? Well, they all appear in this game of hard men. You've got to choose whether you want to join their ranks, because if you're to live up to your nickname of the *Okapi*, you'll have to complete a tortuous assault course in record time.

Each consists of a vicious array of obstacles including monkey bars, barrels and walls to climb, fire pits to leap over, water and cement troughs to swim or wade



Blimey, this game is a real pain! I don't just mean it's irritatingly boring (though it is), but it's actually physically painful. You have to wiggle the joystick almost non-stop for ages, and while you're spraining your wrist doing that, the music is giving you a headache. It was lucky the dull graphics and boring action forced me to leave the joystick after one game, or I might have been really wounded in action. Not recommended.

through, and target ranges, some of which even shoot back. Lots of fast joystick wiggling is essential, for there's a person on the bottom half of the screen who is just as



You're lucky I'm able to type this review after the bashing my right arm's taken from this game. And was it worth it? No, not really. You have no chance of beating the computer opponent unless you're some kind of muscle-bound freak — because you're expected to waggle the joystick almost constantly for several minutes. And if the exhaustion doesn't kill you, you'll probably die of boredom. Take it away, someone.

keen to take that promotion to the Falkland Islands as you are.

If you find the going far too tough, then take advantage of the icon-driven course designer. They look after you in the army, y'know.

PRESENTATION 73%

Nice title screen and easy to use course designer, with load and save options. Why anyone should want to design a course is unknown.

GRAPHICS 42%

Soldier sprites are reasonably well animated but slow, and everything comes in very dull colours.

SOUND 28%

An awful rendition of *Colonel Bogey*: headache, for the inducement of.

HOOKABILITY 33%

Nice presentation lures you into the game, which is soon uncovered as tedious and exhausting.

LASTABILITY 26%

The action is irrevocably boring, and even the course designer can't change that.

OVERALL 30%

Dull and unenjoyable game of joystick torture.

PLAYER1.00:46 BEST.20:00 PLAYER2.00:46



TOTAL

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BY **MAJOR DEVELOPMENTS**

BATTLE ISLAND

Novagen, £9.95 cassette, £14.95 disk

A funny thing happened to you on the way to the alien Neutron Beam Weapons Base. Your 'surprise' attack from the sea wasn't, basically, and only you escaped death or capture. You were the only one to grab a raft and inflate it with your Swiss Army footpump in time.

Being a heroic but stupid soldier, you resolve to take out the Neutron Beam Weapon on your own, and save your captured bud-



What's this? Novagen producing an ancient-looking Com-mando variant?

So what if there are 350 memory-resident screens full of obstacles? They almost all look the same! The bland graphics and sound stir no real feelings of excitement in my joystick hand, that's for sure, and this just wouldn't be the sort of game that I'd be playing for weeks on end in 1988. Or even 1987 for that matter! Come on Novagen, stick to the 3D greats we all love you for!



▲ This is far from the Novagen classics of yesteryear, isn't it, Brian?



This certainly isn't the sort of game I was expecting from Novagen, and it certainly proves that they should have stuck to producing the 3D blockbusters they know best. The cassette inlay boasts that the game is a 'graphics extravaganza', when the sprites and backdrops look like they've come through a time warp from 1985. The music and sound effects are equally unimpressive. The game is just an unexciting Com-mando variant and even the extra weapons don't add anything to the thrill of destruction. At ten quid I would think seriously before buying it, even if it does have Paul Woakes' name stamped on it.

dies from becoming alien goulash. With an M16 and a bag of smart grenades, not even thoughts of thousands of alien commandos,

tanks, laser emplacements and certain death can hamper your enthusiasm for the fight.

After paddling through shark-infested custard, sorry, waters you land on the island to hunt down eight pieces of Bailey Bridge which will help you reach the weapons base.

Extra weaponry stars give you double shots, rear shots, unstoppable bullets or a shield.

PRESENTATION 60%

Free island map. Last level restart option.

GRAPHICS 40%

Flickering sprites wander about a poor attempt at forced perspective landscape.

SOUND 49%

Very average sound effects and unremarkable title tune.

HOOKABILITY 55%

The look of a souped-up Com-mando game provides some attraction.

LASTABILITY 41%

Overall shoddy appearance and unexciting action give the game a very short-term appeal.

OVERALL 41%

Certainly not up to the standards we've come to expect from Novagen.

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1943

GO!, £9.99 cassette, £14.99 disk

When you're not singing songs about there being 'Nothin' like a dame', you're a rough, tough, cigar chavin' US Navy pilot who likes nothing better than strafing Japanese aircraft carriers and shooting down Zeros and bombers, all in the name of Peace.

So, up you go into the wild blue yonder in your P-38, scrolling your

vertical way towards the Japanese flagship, Yamato, taking on the might of Emperor Hirohito. As you come across enemy forces, they bring their artillery to bear on your puny plane, knocking down your fuel level – but in your defence you have a handy rapid-fire cannon.

Bump up your flagging fuel gauge by collecting POW symbols, or if you don't fancy that, you



With all the Commodore's hardware scrolling capabilities I'd have thought a vertically-scrolling shoot 'em up like this would be an easy case for conversion. No. Wrong again. The programmers have tried to create a parallax scrolling system

whereby the clouds move faster than the surface of the ocean, hundreds of feet below. Great, but why then make the islands scroll at the same speed as the clouds, giving the impression that they are floating in mid-air? Shoddy programming also rears its head when you reach a bomber or aircraft and everything slows to a crawl. Oh, and why does the program put extra weapons on the screen in the dying seconds of every stage, when you're unable to pick them up, let alone use them? I'll admit that these are pretty superficial points and I could have put up with them if the game was at all challenging, but it's so incredibly easy to get such a long way that you'll have finished and dumped it on the shelf long before you've had your ten quid's worth.



▲ 1942er, no ... Flying Shark er, no ... 1943 – oh, forget it anyway



Initial impressions of 1943 are that it bears some semblance of decency, but it only takes two games to prove the complete opposite. Why only two games? Well, that is how many attempts it took Maff and myself to reach the very end of the last of the 32 stages. OK, so there were two of us playing together but you know my record in the Challenge – to say I'm not the best gamesplayer in the ZZAP! offices is a bit of an understatement, so how come I reached the end of this second go? Even playing solo I got well past the halfway stage! The levels are just so short that the progress report which appears at the end of each stage is on screen for almost as long as the action. Anyone who considers themselves an even slightly hardened shoot 'em up veteran should be able to wipe the floor with this, so unless you're a very young player with a lot of money, I should leave it well alone.

THE GAMES – SUMMER EDITION

Epyx/US Gold, £9.99 cassette, £14.99 disk

Hope you've been drinking your Lucozade, guys, 'cos if you want to enter this competition you really have to be fit. And I don't mean doing a one-leg-



I remember the good old days. You could buy a brown sauce sandwich plus chips and a mug of tea and still get change from a fiver, you could get a Mars bar for about 19p (ho, ho) and any Epyx game that arrived hot off the press was bound to be good. The Games series used to be among the best you could get for your Commodore, but with Winter Edition they really started to go downhill (and I don't mean on skis). If anything, Summer Edition is even worse than that. Some of graphics (especially the hurdles) suffer from a bad attack of the blobs, and hardly any of the events require that much skill. Unless you're the sort of masochist who enjoys wasting loadsa money (and we don't want the likes of you pervies in this magazine anyway), forget this and stick to the original Summer Games.



Down at Epyx (or is it across at Epyx? – my geography was never very good), they must really be getting desperate trying to think of more sports to simulate. Trouble is, there doesn't seem to be all that much left which really lends itself to the sort of treatment that made the earlier Games series so good. Half the sports (especially the asymmetric bars) require so little player input, that getting through the event is just like watching a demo – the other half is so complicated you just can't be bothered to play. If you're after a really new and original summer games sim, go for Tynesoft's Summer Olympiad instead.

▼ Up a bit, down a bit, left a bit – hang on, haven't we seen this caption somewhere before?

ged jog round the TV every Saturday night when *Blind Date* isn't on either. When I say fit, I mean ultra, mega, massive-muscle, super-body-builder fit. And even if you're that ... er ... fit, you probably won't be fit enough to win all the eight contests (archery, velodrome cycling, diving, hammer throw, hurdles, pole vault, gymnastics rings and asymmetric bars) your hopeful (and ravin' mad) nation has decided to enter you for.

As you arrive, you size up the competition. There might be up to eight human opponents settling in



can always shoot the symbol to turn it into one of six fancy secret weapons, which range from ultra-rapid fire to three-way mega bullets. Who needs the atomic bomb? Not us, that's for sure.

PRESENTATION 59%

One or two player team options available, but what happened to the rolls and smart bombs mentioned in the instructions?

GRAPHICS 43%

Chunky sprites, repetitive backdrops and anomalous (er, what?) parallax scrolling.

SOUND 54%

Some good jingles but gun FX sound more like lasers.

HOOKABILITY 47%

Very easy to get into because you know exactly what to expect from this type of game.

LASTABILITY 20%

Hardly any challenge and not much variation, so you'll probably only play it five or six times before it's left to gather dust.

OVERALL 30%

Technically poor and far too easy to be stimulating for more than half an hour.

to the village, or just one megamean computer one. Depending on the state of your muscle you can opt to go into practice or throw all steroids to the winds and go straight for the events.

Suppose you fall foul of the local stomach bug, what do you do then? Well, you could always cut your losses and just go for one or two sports. With all the muscle you've accumulated, you surely must be capable of that.

PRESENTATION 80%

Eye-catching TV-style opening sequence plus multi-player option and practice events.

GRAPHICS 70%

Vary from excellently defined effects to primitive and blotchy sprites.

SOUND 67%

Medley of tuneful and slightly less tuneful melodies. Nothing that really grabs you by the earlobe though.

HOOKABILITY 65%

There's enough curiosity value to take you through each of the events at least once...

LASTABILITY 44%

... but in the end, there's just not enough challenge to keep you playing.

OVERALL 49%

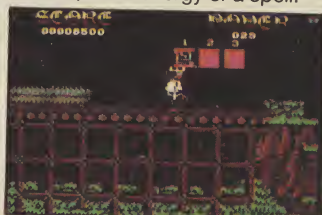
A disappointing release from one of the most successful originators of the strategic 'games' sim.

SUPER DRAGON SLAYER

Code Masters, £4.99 cassette

Life can be boring sometimes, can't it? Don't you just wish that something exciting would happen every now and then? That's what our princely hero in *Super Dragon Slayer* thinks. Lying around in the palace all day with nothing to do can get incredibly tedious at times... ho hum. Wait! What's that? A cry for help from a damsel in distress? (princes have an ear for this kind of thing) This is it! Off TO THE RESCUE!

In *Super Dragon Slayer*, you take the part of a brave knight who goes off to save a fair maiden and defeat a dragon. You must battle your way through a land of hazardous landscapes and fierce monsters intent on your destruction. Occasionally, on shooting a nasty, an icon may appear to help you on your quest with temporary shields, extra energy or a spell.



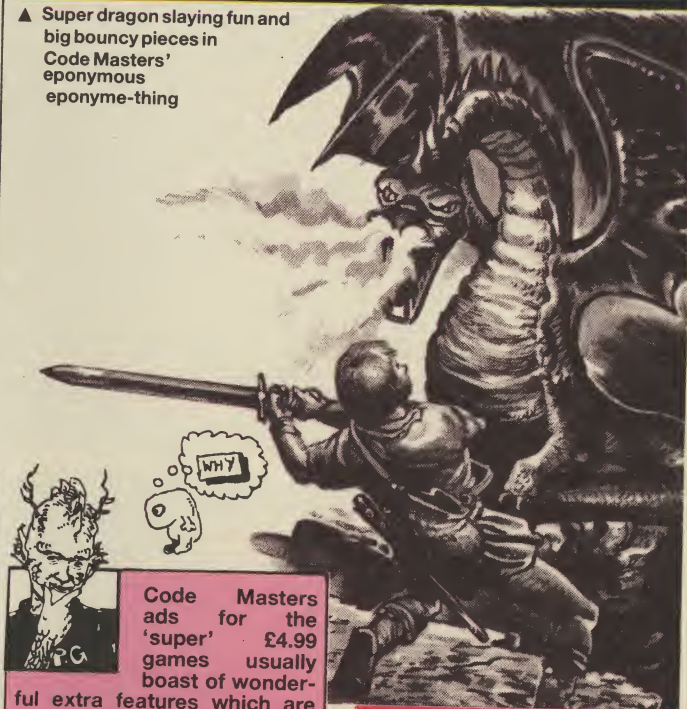
Spells give you additional magic powers (you're also a magician as well as a prince, see) enabling you to blast monsters, clear the screen, turn into a frog for an almighty high leap, or fly like Superman, depending on your magic status. To progress to the next magic level (and the next piece of scenery) you have to battle to the end of the landscape and defeat a bunch of fiercer monsters, otherwise it's off to the big adventure land in the sky!



My initial reaction to this game was 'So what? Another Green Beret clone. Big deal!' but when I reached the end of level one, I discovered that there was more to it than meets the eye. The graphics in the first scene aren't too great, but they improve the further you go, and the sound could have been a lot better, but when it comes to the crunch, this is quite playable. It does take a while to grow on you, but if you persevere you could get to like it. The only problem is the price. If it had been the normal Code Masters £1.99 instead of its five quid ticket, it would have been great, but there's nothing really to justify the extra cost. For this reason, *Super Dragon Slayer* just misses the boat.



▲ Super dragon slaying fun and big bouncy pieces in Code Masters' eponymous eponyme-thing



Code Masters ads for the 'super' £4.99 games usually boast of wonder-

ful extra features which are deserving of a higher price tag. *Super Dragon Slayer's* extra features consist of a choice between novice or expert difficulty levels. Wooooo! How can I contain my excitement? The game itself isn't too bad, though, if you can get over the average graphics and tedious sound, that is. The extra features sometimes come as a surprise and you often find yourself having another game to see what comes next. However I'm still trying to work out why they've given it a higher price. It would have made a great little budget game, but as a more costly product, it's not so great. So, Code Masters, work out your marketing strategy a little more carefully (IRONIC WARNING!) and you might make it big.

PRESENTATION 49%

Not much glossy wrapping and the controls are fiddly at times.

GRAPHICS 61%

Occasionally bland and blocky, but quite good on the whole.

SOUND 38%

An unimpressive tune and sub-standard effects.

HOOKABILITY 53%

A mite tedious to begin with...

LASTABILITY 71%

... but it stands a chance of growing on you.

OVERALL 67%

Not a bad game at all. It would have been even better at a proper budget price.

Eeee... they were't days. You could buy a Mars Bar for thruppence, watch t'footie for ten shilling and guzzle a sack o' fish 'n' chips for under half a crown. Much nearer to the present, however, the ZZAP! lads gave hearty rounds of applause to five games in Issue 19: November of 1986, no less. If you wanna find out just what we think now of what they said then, cast a glancey over what Paully and Gordo have to say...

GAMES ZZAPBACKED

WORLD GAMES
DAN DARE
SANXION
TRIVIAL PURSUIT
ALLEYKAT

WORLD GAMES

US Gold/Epyx

Epyx' fourth release in the Games series was rewarded with a huge 98% and a deserved Gold Medal – much raving and ecstatic wailing was heard throughout the Towers. Paul 'the office sportsman' Sumner pronounced it 'the new sports simulation of the decade' and Gary P raved about the 'meticulous' detail and 'numerous humorous touches' and profusely ejaculated 'this is the most enjoyable game I've ever had the pleasure of playing.' Jazza summed it all up with 'this is the definition of state of the art'.

This was easily the most accomplished and polished Games in the series – the animation and realism are superb and every event is a compelling test of skill. Even on cassette it's brilliant, and it might even scrape a Gold Medal today.
GH

Yup, can't fault it. If you thought sports sims were all hurdles, jave-

Presentation 99%
Impassable. Detailed and...
Graphics 99%
Outstanding...
Sound 99%
Excellent...
Hookability 98%
Excellent...
Lastability 97%
Excellent...
Value For Money 97%
Excellent...
Overall 98%
Excellent...



ON : SUMO : COMPUTER

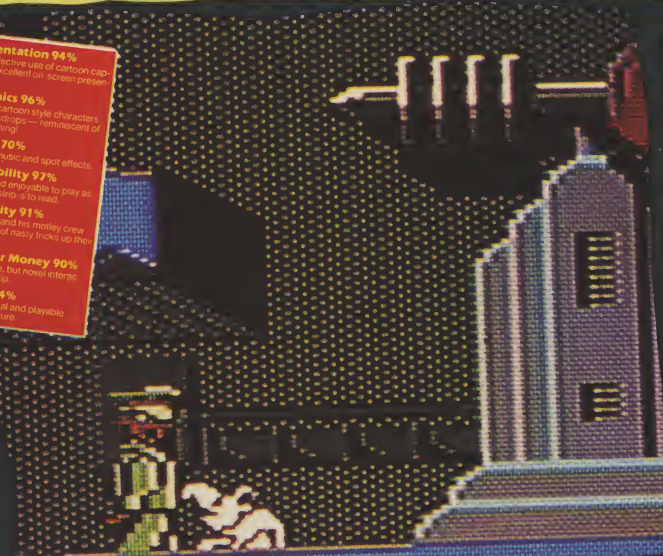
lins and murdered joysticks, World Games' varied events, stunningly presented both graphically and aurally, should make you see things differently.
PG

(Gordon) All the percentages should go down by two or three points – it's hardly aged at all and

it's one of the most enjoyable games I've played this month!

(Paul) Absolutely. Memories of the cassette multiloader make me think that maybe the presentation percentage was a little excessive, but otherwise the game's many merits easily justify such uninhibited marks.

Presentation 94%
Very effective use of cartoon cap-
tions. Excellent on-screen presen-
tation.
Graphics 96%
Superb cartoon style characters
and backgrounds – reminiscent of
the best of the genre.
Sound 70%
Suitable music and spot effects.
Hookability 97%
As easy and enjoyable to play as
the comic strip it is based on.
Lastability 91%
The Melon and his money crew
have plenty of nasty tricks up their
sleeves.
Value For Money 90%
An expensive, but novel, and
entertaining comic strip.
Overall 94%
A highly original and playable
comic strip adventure.



DAN DARE

Virgin Games

Virgin's evocative and cartoon-quality conversion of the legendary comic-strip hero was warmly

received by all in ZZAP! Gazza 'cool' Penn called it 'the best arcade adventure I've played yet', Ricky-babes Eddy urged 'it's a brilliant game which shouldn't be missed' and Jazza 'shades' Rignall raved about its 'fantastic atmosphere' and 'stunning' graphics.

This is the most enjoyable implementation of an interactive comic strip I've played, with fantastic graphics and simple, but satisfying, puzzles. Now that it's available on a budget label, there's no excuse to miss it.
GH

The thing that impressed me most about Dan Dare was that the programmers had kept a superb cartoon-strip look to the whole game – a licence that hadn't lost track of its roots for once! As arcade adventures go, the game still manages to beat many of its type, and is worth every penny of its budget price.
PG

(Gordon) All the marks are fine apart from sound (down another 10%) and value (irrelevant now that it's available at a fifth of the price). Overall, I think it would just scrape a Sizzler now.

(Paul) Put the value rating up by to about 95% and the rest down by about 5% each and I'd be happy with the marks. I'm not sure it would get Sizzler status now, but it's still a pretty good arcade adventure.

SANXION

Thalamus

Sanxion marked the Commodore debut both for Stavros Fasoulas and Thalamus, the unique dual display and fast action gameplay bringing up the goose pimples on our trio of reviewers. RE thought it 'a dream to both watch and play', JR enthused over the 'stunning graphics' and 'well-cool' music and GP simply thought it 'really neat'... Oh well, some people can't go OTT all the time.

Personally, I preferred Stavros' second game, *Delta*, which I think was underrated in ZZAP!. Though it's got great graphics and sound, the simple gameplay wouldn't

reward it with a Sizzler now.
GH

Sanxion came out just before extra weaponry really caught on, so its simplistic action dates the gameplay. Still, the amount of technical polish on the game makes it shine even now, and gameplay is very addictive.
PG

(Gordon) All the marks deserve to go down by 10% or so, apart from the graphics and sound, both of which are only a couple of marks too high. Visually it's gorgeous, and it's still very playable.

(Paul) I'd go along with that - alongside some of the newer shoot 'em ups *Sanxion* does stand proud these days, but not that proud.

Presentation 92%
Great loading screen and music. A few useful options, and a decent high score table.

Graphics 96%
Stunning pixel art scrolling backgrounds, great sprites and neat visual effects.

Sound 97%
The Rob H. featured loading music is one of his best compositions. The on-screen music and spot FX are also superb.

Hookability 96%
Immediately impressive and addictive.

Lastability 92%
Not overly fast but highly playable and competitive.

Value For Money 88%
A lot of high speed, high quality action for your money.

Overall 93%
One of this year's better bets.

Why are these Norwegian and Icelandic flags similar?

Presentation 98%
Effective tape handling. Many expressive touches throughout the game.

Graphics 79%
Not outstanding but suited to the game.

Sound 78%
Again, nothing outstanding. But what's there works well.

Hookability 95%
Incredibly simple to get into - great fun too!

Lastability 92%
Months of fun for all the family - very few computer games offer so much social interaction for so many.

Value For Money 91%
Cheaper than the board game and just as good.

Overall 91%
A competent adaptation of the highly successful board game.

I enjoyed playing this for quite some time, but eventually the slightly laborious question-and-answer sequences and inevitable repetition of questions asked made it less attractive. I much prefer Arcana's *Powerplay*, which better adapted this format to the 64, making it a game I still enjoy.
GH

Being a bit of an impoverished Triv buff, I was keen to try out this cheaper alternative to the real thing, and was suitably impressed. The game uses a question and answer system which both eliminates the ambiguous answer problem that dogs computer quiz games, and keeps the board game's social element.
PG

(Gordon) All marks should go down by 10-20%, apart from graphics, which was about right. I'd give it about 80% overall.

(Paul) I think this was as good an adaptation of the board game as possible, but I have to agree that it would score less highly now. About 85% overall.

TRIVIAL PURSUIT

Domark

The release of Domark's 'official' version of the classic boardgame was one of a trio of like-inspired

trivia games. This one, like Arcana's *Powerplay*, was awarded a Sizzler for its combina-

tion of brain-taxing and cute gameplay. All the ZZAP! team admitted to not being into 'using the old grey matter', but enthusiasm was still the order of the day. 'A great trivia game' spouted JR; 'a quality product' spouted GP; 'jolly witty' thought the ever-effervescent RE.

ALLEYKAT

Hewson

Andrew Braybrook's successor to the Sizzler-rated *Uridium* just failed to scrape a similar award. Both Paul Sumner and Jazza Rignall praised it to the skies, using phrases such as 'really pretty', 'absolutely superb' and 'immensely addictive'. Gazza Penn, however, grumbled about the 'very slow' pace and pronounced it 'too tedious to be worthwhile'.

Brilliant graphics and presentation failed to rescue this game from collecting dust after only a couple of months. It's brilliant to pick up and play occasionally, but because of an unspotted 'bug' (you can just race down the right hand side once you've cleared obstacles), it doesn't hold lasting interest.
GH

Alleykat was quite a letdown after Braybrook's former greatness, and it didn't really stand up to concentrated play. Of course, the presentation and graphics are superbly implemented, but something lacking from the gameplay didn't have me hooked for very long.
PG

(Gordon) Presentation, graphics and hookability are fine. I think the sound was a little underrated, but the other marks should come down by 10-15% each.

(Paul) Yes, that sounds about right, but I'd also take down the lastability by about 20%. I'm afraid it just didn't have enough of the Braybrook secret ingredient to make as appealing as his former two games.

Presentation 99%
Plenty of useful options. Stunning tile screens and high score table displays.

Graphics 92%
Detailed and varied sprites and backgrounds.

Sound 78%
The spot effects are good, but very reminiscent of earlier Braybrook games, and the tile screen tune is rather dull.

Hookability 79%
Very demanding - difficult and time consuming to get into.

Lastability 90%
The large number of tracks and good formats will keep an avid Alleykat enthusiast for many months.

Value For Money 87%
Could prove an expensive mistake or a worthy purchase.

Overall 89%
A lot of development amongst the team - try before you buy.

SPRINGBOARD DIVING—Cool nerves, total concentration, split second timing, and not a small measure of artistic flair will determine your scores as you strive for as near perfect execution as is humanly possible.

CBM 64

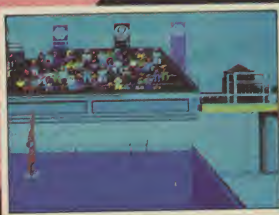


CBM 64



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IBM PC



HAMMER THROW—A spectacular test of sheer human power. Feel your every muscle tighten as you rotate the hammer. Then as the centrifugal pull takes over you must gauge your moment of release to perfection to achieve that medal winning throw!



CBM 64

HURDLES—Speed, strength, rhythm. Three essentials in an event that is perhaps the toughest on the track. Be quick and judge your stride to perfection. The slightest mistake and you're not only out of the medals, you're out of the race!

IBM PC



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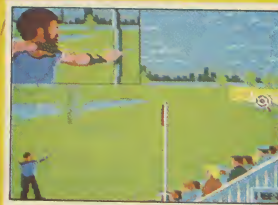
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'COR BLIMEY!
I'M MADE OF
WATER!



COMP

FIVE LAZER TAG SETS FOR RUNNERS UP!

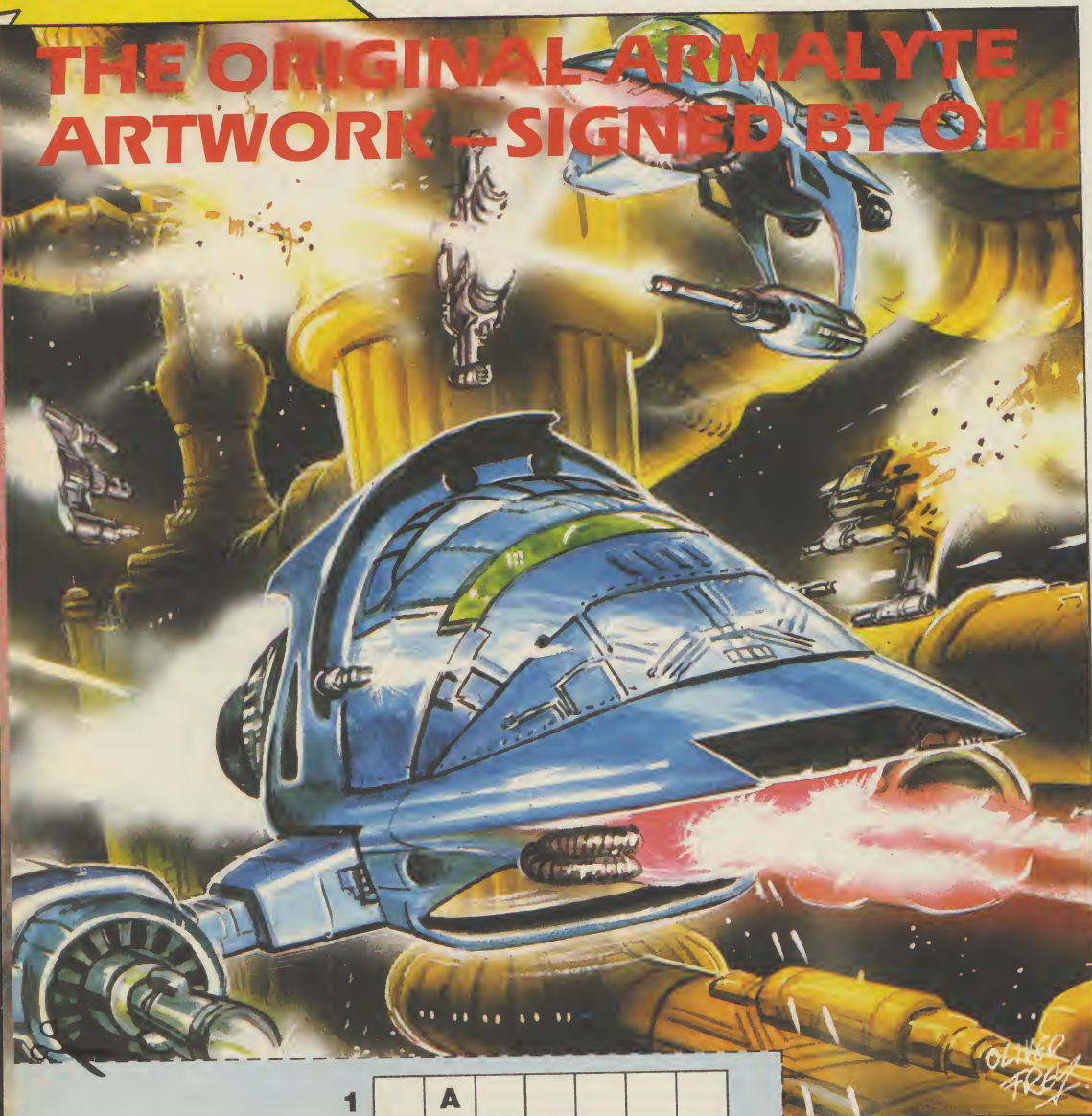
– and a £1 voucher for every entrant! Cor blimey!

WIN

Q: What was the game that kept the whole ZZAP! team from their work, their beds and their bacon butties last month?

A: Armalyte.

THE ORIGINAL ARMALYTE ARTWORK – SIGNED BY OLI!



If you got that question right, you're probably well qualified for this fabbo comp arranged by the mad dogs of the software industry who call themselves Thalamus.

If you didn't know the answer, we'd better fill you in.

Armalyte is the Gold Medal winning space shoot 'em up that not only knocks the socks off the others, but also puts them through a service wash and hangs them out to dry afterwards. Everything about the game is just so unfeasibly HARD that one press of the fire button and it'll kick your teeth in for your audacity.

Anyway, Thalamus decided to let a few astute ZZAP! readers in on the action by giving away the original artwork for the Armalyte cover and ad, as painted by our very own Vunder Artiste, Oli Frey. That's for the first prize winner – five runners up will each receive some real-life laser blasting fun in the form of a Lazer Tag gun and sensor set. As if that wasn't enough, the winners will all receive a copy of Armalyte to torture their trigger fingers with.

And on top of that, everyone who enters will get a voucher which entitles them to a quid off any Thalamus game ordered direct from the company!

Now, here's what you have to do. On the entry form on this very page, you should see a grid of squares just begging to be filled in. But what to fill 'em in with is the question. Well, no, actually, these are the questions. Just work out the Thalamus-related answers and plug 'em in to the relevant line. As a further clue, we've put in a relevant word to provide some of the missing letters.

1		A						
2					R			
3					M			
	4		A					
5					L			
6					Y			
	7				T			
	8				E			

1. Boys Without Brains game starring a Synthetic Life Form.
2. Author of *Hunter's Moon* – and ZZAP! Diarist extraordinaire.
3. Part of your brain which sends sensory impulses to your cerebral cortex.
4. First release for Thalamus.
5. Famed Finnish fellow they call the Helsinki Hex Hero.
6. Exeter programmers responsible for the subject of this competition.
7. Triangular prequel to Armalyte.
8. Dextrous rolling controlling.

OK – got those? Now, send in your completed entry form to ARMALOOT COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SY8 1DB. Make sure it gets here by December 12th or

you'll have absolutely no chance of winning anything. Sounds harsh, doesn't it, but, well – we're afraid life's like that sometimes.

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BUDGET TEST

PRO SKI SIMULATOR

Code Masters, £1.99 cassette

Time to break out ze silly eks-cents und make mit der 'Bend ze kneeez' as you take to the slopes in this game of fun on the piste.

You and a competitor (computer

or human controlled) start the game at the top of a snowy slope, depicted in a sort of isometric 3D, the object of the game being to get to the bottom of the run in limit time.

Easy, huh? Well, it would be except for the fact that, to qualify for the next run, you have to get to the bottom of the slope *and* do it by skiing through a series of gates. The joystick or keyboard rotates your ski-er left and right, and the



Aaaagh! This is so frustrating! The skiers are quite difficult to control because they sometimes get into positions where you can't see which direction they're going. Also, there are times when you have to really thrash away at the poles to get anywhere, and for no apparent reason. Oh, and whenever you crash, you nearly always end up pointing in the wrong direction – just like Code Masters' BMX Simulator! Maddening! I did eventually get the hang of the game, but even then I found the time limit on the second run too tight. Only buy it if you've a good supply of tranquilizers in the house.

fire button pushes him forward or, on a slope, makes him crouch for extra speed.

Oh, and watch out for the yeti...



▲ Another simulator? Leave it out, darling... Still, it ain't half good

PRESENTATION 67%

Scores on the one and two simultaneous player options and the good screen layout.

GRAPHICS 72%

Small, sometimes indistinct, skier sprites, but nice piste graphics.

SOUND 58%

Familiar electro-bop tunes and swishy skiing noises.

HOOKABILITY 70%

Difficult at first, but it's very much a case of 'once you get the knack...'

LASTABILITY 60%

... and even when you've got the knack some of the time limits make it a bit frustrating.

OVERALL 73%

An unusual and mildly compelling adaptation of the sport.

JOE BLADE II

Players, £1.99 cassette

Super-mega-hard man, Joe Blade, has returned to his home city after finishing his army duties, but is not happy to find that it isn't safe for people to walk the streets any more. Even in their own homes the citizens live in fear. Joe decides that something must be done and sets off to put an end to the villains' reign.

You take the part of Joe, and

must walk the streets taking out the punks by kicking them in them head. As well as duffing up the

thugs, you must rescue 16 citizens by solving a series of sub-games, which involve you rearranging a sequence of numbers.

If you can manage to complete your mission, then you can be proclaimed a suitably hard maaaaaan.



You start off playing this by thinking, 'this is a bit of all right'; but when your go gets to about five minutes long, you begin to wonder what's going on... What have they done to one of my favourite budget heroes? Waaah! It's all very much the same

as Joe Blade, except the baddies are in casual gear and prison walls have been replaced by city walls. This wouldn't be so bad, but the game's far too easy – and that's not really on – not even at this price.

▼ Joe Blade is back!!!! Er, but the game's not up to much

PRESENTATION 69%

High score table and neat layout, but no options.

GRAPHICS 78%

Tough-man cartoon graphics and generally pleasing, if a little repetitive, backdrops.

SOUND 76%

Decent enough tunes but no sound effects at all.

HOOKABILITY 62%

Easy enough to get into – and fun for a while.

LASTABILITY 15%

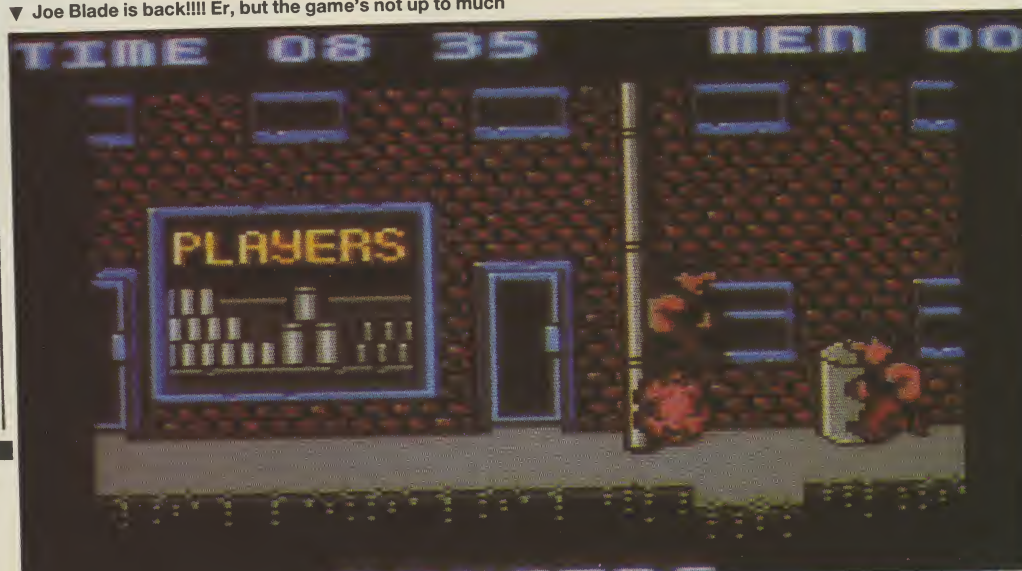
So easy to complete it's ridiculous.

OVERALL 38%

Fun for a very short while.



I enjoyed playing the original Joe Blade quite a bit and to this day I haven't quite completed it, so when the sequel arrived, I expected to play a good, challenging game. However, after reading the instructions, I sat down to my second game and promptly completed the mission, as I've managed to do every time since. Now this to me doesn't make for a challenging and addictive game. On the other hand the graphics are okay, and the music is quite good, but anyone with a bit of spare time could watch a demo with neat sound and graphics and be two quid better off.



STREET GANG

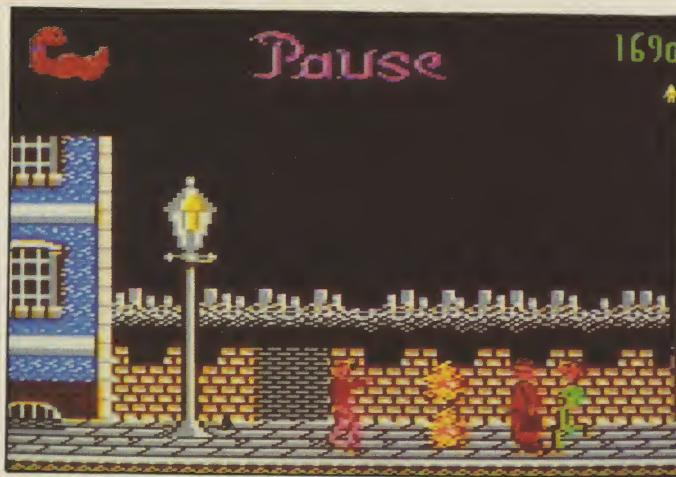
Players £1.99 cassette

Mickey doesn't like staying in and watching Blue Peter. He hasn't got enough bottle tops to make an inter-galactic space racer, so he's



The Amiga version made me laugh a lot so I was looking forward to a really

hilarious time. I wasn't disappointed either – surprised-looking stickmen, graphically crippled buddhas and what looks like an underground family of mutating moles – really funny. Then I realised this wasn't supposed to be a comedy show but a deadly serious (well, sort of) game. Er... well, what can I say? I didn't want to play for very long – there's little chance of varying your punching movements and not much more motivation to progress. If I'd paid £1.99 for this, even taking into consideration the interesting soundtrack, I'd be pretty upset. I'd much rather spend it on a half of cider, a cheese sandwich and a doughnut.



It's hard to believe that the same team who brought you Great Giana Sisters could bring you this. If you're looking for a game with oodles of playability and some halfway decent graphics, this definitely isn't it – not unless you call turnip-headed hoods and gangmen in green jogging suits state-of-the-art thugs. The control method is especially designed to give you as little manoeuvrability as possible – it's a bit like trying to swim the English channel in a radiation suit or walking with a rubber band tied round your legs. Painful? Yes. Original? No.

▼ Aw-right, guv? 'Ow ya doin' me old fruit? Fancy gettin' yer 'ead kicked in?

turned his attentions to the streets.

The streets are full of ferociously violent bloodthirsty hoods – but that doesn't bother our Mickey – he's a man, not a mouse. Armed only with his fists, he's determined to make his way to the east of town where he can work off any aggression he's still got left (a lot by the looks of it) on the notorious rival gang leader, the 'Curl'.

Er... and that's it. Well, what sort of a plot did you expect?

PRESENTATION 57%

Naff loading screen but nifty scrolling tables.

GRAPHICS 30%

Fairly standard backdrops kindly provide a home for some below-par sprites that no one else seems to want.

SOUND 90%

Psychedelic title track can be mixed and scratched by pressing selected keys.

HOOKABILITY 22%

Not one to grab you by the neck.

LASTABILITY 20%

You might play it once, but you won't want to play it again.

OVERALL 30%

Not one to show off to the gang – but you may get some pleasure out of the music.

SCORPION

Rack-It, £2.99 cassette

Well, howdy JR! How are things going down at your the litt'l ol' oil refinery?

'Well Lula Mae, we've just got ourselves a fine new anti-terrorist device. Daddy sure woulda been proud of me. Yep, it's called a Scorpion battle machine. We're puttin' it through some mighty tough tests right now. It's tryin' to stop a simulated refinery sabotage

by moving along a network of pipelines, avoidin' movin' obstacles and shootin' all the bomb layers. Not only that, it's also pickin' up the bombs and once it's collected them all up on one layer it just moves right on down to the next... Absolutely wonderful, honey.'

'Just like you, tweety-pie...'
(QUICK PAN TO FIREPLACE...)



Hey!, I thought – some really neat graphics – and parallax scrolling too – cor! Then I started to play the game. Bland is about the only word that springs to mind. Not that there isn't enough material here.

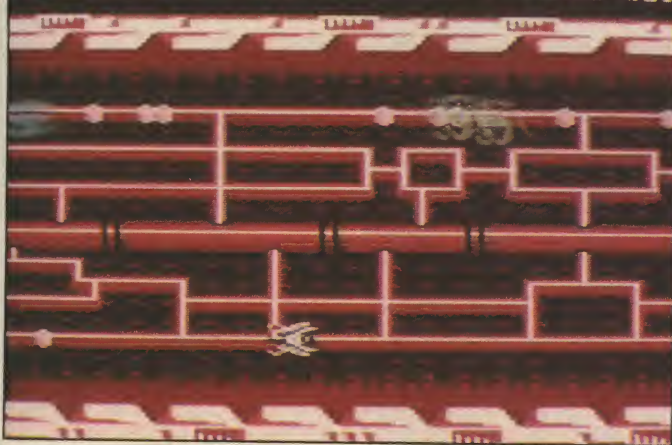
Scorpion could have been good – in fact, if the control method wasn't so slow and awkward, it might even have been really good, but it's not. By the time you've crashed into your third blob because you didn't make a pixel perfect turn, you won't have much enthusiasm left for the game. In fact, if you're not beginning to show signs of dozing off after twenty minutes I'm a four-legged Dutchman in a penguin suit. (Fancy another fish, Kati? – Ed)



Pacman is living proof that a collect 'em up doesn't have to be fancy to be

fun. Scorpion isn't fancy but because of a really awkward control method, it's not even that much fun. Basically, you just can't move around the screen fast enough to keep away from the skimming blobs and jelly cubes wriggling hot on your trail. If you do get it right, there's nothing to look forward to – just another boring network of joints and pipes. And, as Harold Wilson will tell you any day of the week, once you've seen one pipe you've seen them all.

SCORE 002675 TIME 91 LIVES 3 BOMBS 021



▲ The game that would have been better with a sting in its tail

PRESENTATION 50%

A few scrolling messages on the title screen and er... well, that's it.

GRAPHICS 65%

Glossy pipe effects and some neat parallax scrolling.

SOUND 50%

Funky title music and squirly sound effects.

HOOKABILITY 56%

Just enough to get you into the first level.

LASTABILITY 39%

Not enough variety to keep you playing for long.

OVERALL 56%

One of those games you bring out on a rainy day – and then put away again.



BUDGET TEST

FIFTH GEAR

Rack-It, £2.99 cassette

Ever thought motor racing was a pretty pointless sport? Well, motor races don't come much more pointless than this one – just drive to the end of a course, turn around and drive back. But, (and this but is about as big as that of the fat Houghton) this is an illegal, no holds barred race through country which will test the mettle of the drivers and the metal in their chassis.

Your progress in the race is viewed from above, and the joystick controls steering and acceleration in forward and reverse gears. You start the game with \$10,000 to use for buying extra weapons and equipment, fuel and repairs at shops and garages on the way. When, or if, you finish the race prize money is awarded, allowing you to turn your car into an unstoppable race machine.



▲ Well – Paul liked it – but then, he always was a sucker for overhead vertically scrolling *Spy Hunter* variants



While Paul raved about this game, there I was struggling on a small screen area packed with obstacles hampering progress because you have to drive ve-e-e-r-r-y slo-o-wly between them. I'll admit that I did enjoy the Dukes of Hazzard style river leaping, and the extra equipment certainly adds to the fun. The graphics and sound are very nice too, and if you can get used to the control method (which is *quite* easy after a bit of practice) there's a good bit of fun to be had from Fifth Gear.



Although this game looks like *Spy Hunter*, it has more of the appeal of *Steer And Go* (anyone remember that?), but with blasting too! Leaping over rivers, torching cars, trucks, trees, helicopters and even trains is enormous fun. It demands quite a bit of skill too, because the number of obstacles in the small play area prevents you from driving too fast until you've mastered the control method and know what to expect from the road ahead. All that only takes a few games, though, and after that I was really hooked. In fact, it would be almost true to say that this game drove me to distraction (who says Tarbuck's old hat?).

PRESENTATION 69%

Smart high score tables and menus. Control takes some getting used to.

GRAPHICS 74%

Nicely designed cars and scenery which all moves very smoothly.

SOUND 70%

Appropriate jingles and funky title track.

HOOKABILITY 75%

Some setbacks to immediate enjoyment, but once you know what to expect from the game it's good fun.

LASTABILITY 79%

Takes lots of practice just to finish the first race.

OVERALL 78%

Playable and addictive blend of racing and blasting.

PSI-DROID

Zeppelin Games, £2.99 cassette

Let's hope you've been keeping to your service schedule because this little droid is about to hit big. The large cargo craft, *Dregnaught Nine*, is on course for earth – and unless you manage to collect all the pieces of the pulsebomb you stupidly lost on transportation to the ship, earth

(including you) has had it. Aaah!

For reasons best known only to your programmers, you haven't got ordinary wheels – instead you bounce about on the ship's inner platforms like a rubber ball. Pods and energy power packs improve your equipment and at intervals you can improve your power by entering a bonus game – a sort of variation on *Space Invaders* (you shoot descending poles instead of ships). Your mainstay weapon is a laser gun. So use it.

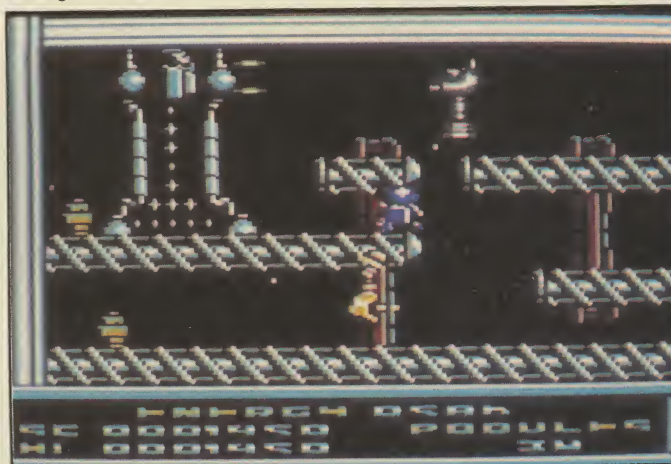


Well – I'm not going to say that this is the most original game the world has ever produced (I'd be lying, wouldn't I?) but I have to admit it's quite good fun while it lasts. The graphics are slick and the bouncing control method isn't accompanied by the same sort of frustration that's been known to spoil so many games. The bonus level certainly helps to break the whole thing up and the environment is large enough to keep you exploring for some time. Question is, would you want to keep playing that long. Haven't we seen all this somewhere before?



Hmmm, I thought, when I looked at the packaging. When I started playing I thought 'hmmm' again. OK, so it's not very profound but what do you expect me to say when there's hardly anything unusual about the game? *Psi-Droid* is a competent shot and collect 'em up pretty much in the style of *I-Xera* released a few months back. It's all pretty well presented but there's just nothing to inspire you to get any further into the game. If bland and repetitive gameplay is all you want from your budget game, go out and get this at once. Everyone else would do well to waste a few grey cells thinking about it first.

▲ Hi, Xera! What do you mean, your name's not Xera? Oh, it's *Psi!* Sorry



PRESENTATION 54%

Generally slick, but nothing to write home about.

GRAPHICS 61%

Smart silver piping and neat disappearing floors.

SOUND 53%

Bland and uninteresting front end tune plus spot effects.

HOOKABILITY 63%

You want to see how big the network is, don't you?

LASTABILITY 52%

Once you've seen it though, you probably won't be burning to play again.

OVERALL 60%

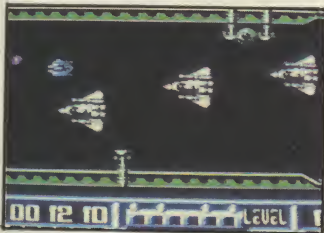
Nothing outstanding – see if it grabs you first.

SLAYER

Rack-It, £2.99 cassette



Somewhere, in the far-off reaches of space, trouble is brewing. Alien hordes are arming themselves and blasting anything that approaches their station. It's up to you to put a stop to them. After all, you are the *Slayer*, the vigilante of the spaceways.



▲ Eat laser death, alien scumbags!



This is actually quite similar to Thalamus' *Armalyte*, and as such it's extremely playable. The collision detection is quite generous on the landscape, so that when things get tight, you don't always have to worry about being pixel perfect. The gameplay is where *Slayer* comes into its own, though: being armed with a full array of rotating add-ons and multi-directional missiles is a great feeling! (Right on, brother). The only fault I found with it was the excessive toughness of killing the first end-of-level alien – but the rest of the game more than makes up for this. Miss *Slayer* at your peril!



▲ It's good 'n' tough and you've gotta be rough to get ... er ... some stuff (crap captions Inc)



▲ You move in the strangest social circles, you know

To stop the aliens from carrying on in their nasty habits, you must fight your way to the centre of their system, destroying everything that gets in your way. If you find that continued blasting at an object fails to kill it, then may we advise you to avoid it instead. If you get fed up of your on board laser, then why not pick up one of the aliens' systems and use those instead? Such items include extra-fast lasers, up and down guns and circling drones. Also along the way are

items that may cause the aliens to shout, 'No! Don't touch that! That's ... AARGH!' just before they are blown to bits when you pick up the smart bomb. At the end

of each section stands a guard droid, which takes a severe blasting before it relents and allows you to pass on to the next stage.

And if you think that's all there is to it, you're in for a nasty surprise – 'cos these aliens are tough!



First we had *Salamander*, then *Katakis* (shhhh! not allowed to mention that!) and now we've got *Slayer* – the best budget right-to-left scroller this year! Although it doesn't match the high standards of those full-price giants, it's a great pocket money game – one that you'll pick up next year and play again. It reminds me most of that other Hewson shoot 'em up, *Zynaps* in design and play – but where *Zynaps* was a bit too hard and frustrating, the balance of difficulty and progress here is just right. Well worf the dosh, I'd say (if I was a gorbimey Cockney and not a four-legged Dutchman in a penguin suit).



I always thought that shoot 'em up games of this type were the sole property of the full price market – I never thought I'd see a game like *Slayer* at this price. The graphics are suitably metallic looking and suit the blasting action quite well – I particularly liked the snakey thing and the pick-up icons. The sound is pretty much up to the standard of a ten quid game and the presentation is – well, it's *all right*. What really makes this follow in the footsteps of games like *Armalyte* (though it never quite reaches the same frenetic standards) is the gameplay: lots of blasting and dodging put together brilliantly. Don't miss it, because it's one of the budget shoot 'em ups of the year.

PRESENTATION 60%

Two-player option, neat screen layout and that's about it – who needs anything else with gameplay this good?

GRAPHICS 80%

Very well designed alien landscapes and some brilliant snakes – even if they *aren't* original.

SOUND 75%

A decent intro tune and some impressive in-game effects – unusual for a budget game.

HOOKABILITY 90%

Instantly addictive once you've begun to pick up all those weapons.

LASTABILITY 78%

The first level is a tough one to crack, but once you do, there's no stopping you having more goes.

OVERALL 90%

A brilliant budget version of the best of recent full-price shoot 'em ups.

FIVE FIST-FULLS OF F

MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk



TECHNO COP

Step into the future... technology has overtaken society - the rich are richer, the poor are poorer - chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk
AMIGA £19.99 disk
IBM PC £19.99 disk



CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk



Screen shots from various formats.

FEROCIOUS ACTION

DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors - co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision - enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL

Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever - the final obstacle between you and your ultimate goal - the assault on Butcher Hill.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura - son of Pendragon - and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magic. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk





BUDGET TEST



PULSE WARRIOR

Mastertronic, £1.99 cassette

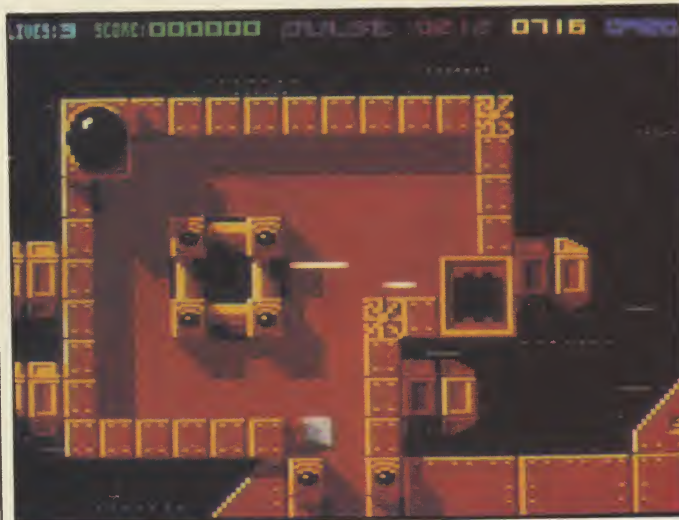
As if life wasn't hard enough in space, what with zero-gravity toilets and all, there's always some alien life form or other wanting to invade your orbiting energy collection station. Today it's your turn to repel the alien boarders, but not having any weapons on board, you've had to put some extra shielding on an old Hull-Crawler and use it to bounce linear energy pulses into the enemy spacecraft.

Single pulses are too weak for

this so the crawler must first bounce them into a lens where they are focussed then shot out again as one large pulse. This rebounds around the surface until you can manoeuvre it into a hole in the deck where the aliens appear. Once this is done you can move on to the next section of the station.



My initial bemusement with this game almost had me writing a condemning review, but it only took a short time at the joystick to make me realise that Pulse Warrior isn't a bad little game at all. The graphics are good, the music and sound effects are good and the gameplay is... very good. A space setting like this for a puzzle game is pretty unusual and that in itself makes the game a bit more interesting to play. My only worry is that there isn't an awful lot of variation in the game beyond the differing deck plans. Still, at the price you can't really go wrong with this little number - check it out.



▲ This is odd - really odd - no really really odd. Good, though



If you were just to lift this off the software shelf and look at the screenshots on

the packaging, you'd probably think this was a Star Force-style shoot 'em up. The surprise is it's quite an addictive puzzle game, with a fair wodge of enjoyment - and frustration - guaranteed. It took a while to fill in for the inadequacies of the instructions, but after a few minutes play I soon got the hang of the game and after that I was loath to leave it. Well worth a look.

PRESENTATION 50%

Options only extend to joystick or keyboard control and instructions could be clearer.

GRAPHICS 71%

Smart bas-relief station decks.

SOUND 73%

Good electro-rock soundtrack with a few spacey sound effects.

HOOKABILITY 78%

Once you've worked out what you're supposed to be doing play becomes quite compulsive.

LASTABILITY 73%

Lots of deck plans, but no major gameplay variations.

OVERALL 78%

A novel and compelling puzzle game.

HOPPER COPPER

Silverbird, £1.99

Cor! There are some really mean baddies running amok down in Groove Town - and some pretty thick policemen as well, by the looks of



Well, I reckon they've definitely been running out of ideas down at

Prune Software headquarters: I mean, a policeman on an astro hopper! They must really have been scraping the barrel when they came up with that. Not that I'm averse to totally silly scenarios (the more the merrier, I say) - but it usually helps if there's a game to match. I must have spent ten minutes hopping around scouring the landscape, getting into Groove, before anything remotely exciting happened. The messages at the bottom of the screen may suggest deep and meaningful things to little green men from Mars but they certainly didn't help me. If you see this lurking innocently on a shelf, ask it politely to hop off.



'Ello, 'ello, looks like we've got a bit of a turkey here - and not one you'll be carving up on your dinner table either. Whatever you do, don't ask your Grandma to get you a copy of this for your stocking because you sure won't be playing it for long.

There's nothing wrong with the presentation as such but when it comes to manoeuvring your hopper and jumping on the baddies - watching the needles fall off the Christmas tree would probably bring you about the same amount of fun. Unless it's the only alternative to being gagged, bound and thrown out of the window, give this one a miss.

things. Four armed and dangerous criminals have stolen the entire fleet of police cars and the only PC left on the beat is you. You really have been caught on the hop this time - the only remaining form of transport available to you is a child's astro hopper. Cool or what?

Well OK, so maybe it's not the latest in street accessories but it does come in pretty useful for squashing villains. As you bound about the streets minding everybody else's business you'll find a message at the bottom of the screen giving the location of the nearest crime. Hop along there, Cassidy, and you could be well on your way to getting more points than you ever dreamed of.



PRESENTATION 51%

Cute front end animation and option to switch the sound off.

GRAPHICS 57%

Samey multi-coloured street scenes, nicely animated sprites.

SOUND 61%

Bouncy (!) Starsky and Hutch-style music which is best switched off.

HOOKABILITY 45%

Well, it looks quite good, so you might as well have a go...

LASTABILITY 21%

... but once you've played it you won't want to play it again. Budding policemen (and everyone else) steer clear.

▼ Hopper Copper, show stopper, arrests an innocent shopper and pulls his chopper out



CHEAP SKATE

Silverbird, £1.99

It's obvious really. You're the new kid in town, so all you want to do is make loads and loads of friends. It's a pretty good job then, that your best friend, for the



I'm not the world's greatest skateboarding fan (all the boards I ever had just

snapped) and I've never been very good at getting the hang of skateboarding sims, but this one was just about easy enough – even for me. You don't have to spend ages working out the control method or trying to execute that perfect back flip – just grab hold of the joystick and get stuck in. I'm not sure about the lastability though. It's hard to see exactly what's ahead so you really need to have memorised the course. That's OK for the first four gos but maybe not the fifth or sixth...

moment, is a skateboard. You may look like a nerd most of the time, but when you get on that groovy piece of wood you start to look like a nerd with some power.

Anyway, your spots can't be that bad because the leader of the local 'boarding' gang has offered to give you a membership test. All you have to do is cope with fireballs, rolling spheres and head-height bars.

Got that? So hit the streets!



Right! Let's get straight down to the nitty gritty. Do you want a proper skateboard sim with plenty of complicated manoeuvres and incredibly complex jumping opportunities, or not? If you do, get yourself a copy of Code Masters' Pro Skateboard Sim because that's a lot more like the real thing. On the other hand, if you just want to muck about or can't think of a present to give your brother (what do you mean you're not giving him anything?) give this a go. I'm not saying it's as easy as falling off a log but who ever said that games had to be easy to be fun? Anyway, what else are you going to be doing on those long and boring winter nights? On second thoughts, don't answer that.



▲ Skating fun for only a few pennies, readers!

PRESENTATION 57%

Smart loading screen and detailed info panel but that's about it.

GRAPHICS 64%

Interesting scrolling angle, clear and detailed sprites.

SOUND 65%

A tune to go skateboarding to.

HOOKABILITY 64%

Lively enough to grab you straight away.

LASTABILITY 59%

Memorising the levels might get slightly tedious.

OVERALL 64%

A cheap skate for all the family – and you don't have to be an expert.

PRO SKATEBOARD SIMULATOR

Code Masters, £1.99 cassette

After years of skating about, sending pedestrians running for cover and learning all the words in Dr Evans' Dictionary of Totally Radical Slang, you're finally a professional skateboarder.

Your job requires you to leap and skate around scrolling 3D skateboard parks, collecting lots of flags which are making the place generally untidy. Time, of course, is of the essence, and if you don't clear up the flags pretty damn quick, you have to go right back to the beginning of the



This game and Pro Ski Simulator certainly represent a marked improvement over some of the other ropey Simulator titles. Both sections of Pro Skateboard Simulator are very well presented graphically but I'm a little dubious about the game's lastability. It's really difficult to beat the second level's time limit, and if the parks after that are even more demanding, then either I'm missing something or they have to be nigh on impossible.

course and start again.

If you do finish, play progresses to a vertically-scrolling cross-

country race, in which you have to skate around trees, between buildings and over bridges. Again, you have a set space of time to skate the course and collect pairs of flags arranged as gates. Beat this and it's on to the next of the seven levels.

PRESENTATION 86%

Lots of options to change number of players, lives, joysticks and the ability to restart on the last level reached.

GRAPHICS 75%

Both sections feature good sprites and backdrops and smooth scrolling.

SOUND 71%

Funky tunes play throughout.

HOOKABILITY 79%

Excellent presentation makes the action easy to get into.

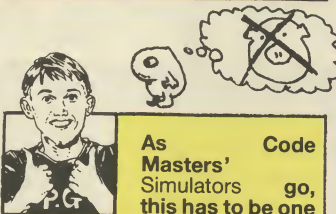
LASTABILITY 70%

Seven levels, but high difficulty level makes any progress beyond the second rather frustrating.

OVERALL 79%

One of Code Masters' best Simulators yet, but probably more suited to the more accomplished games-player.

▼ Another simulator? Leave it out, darling... Still, this ain't half bad



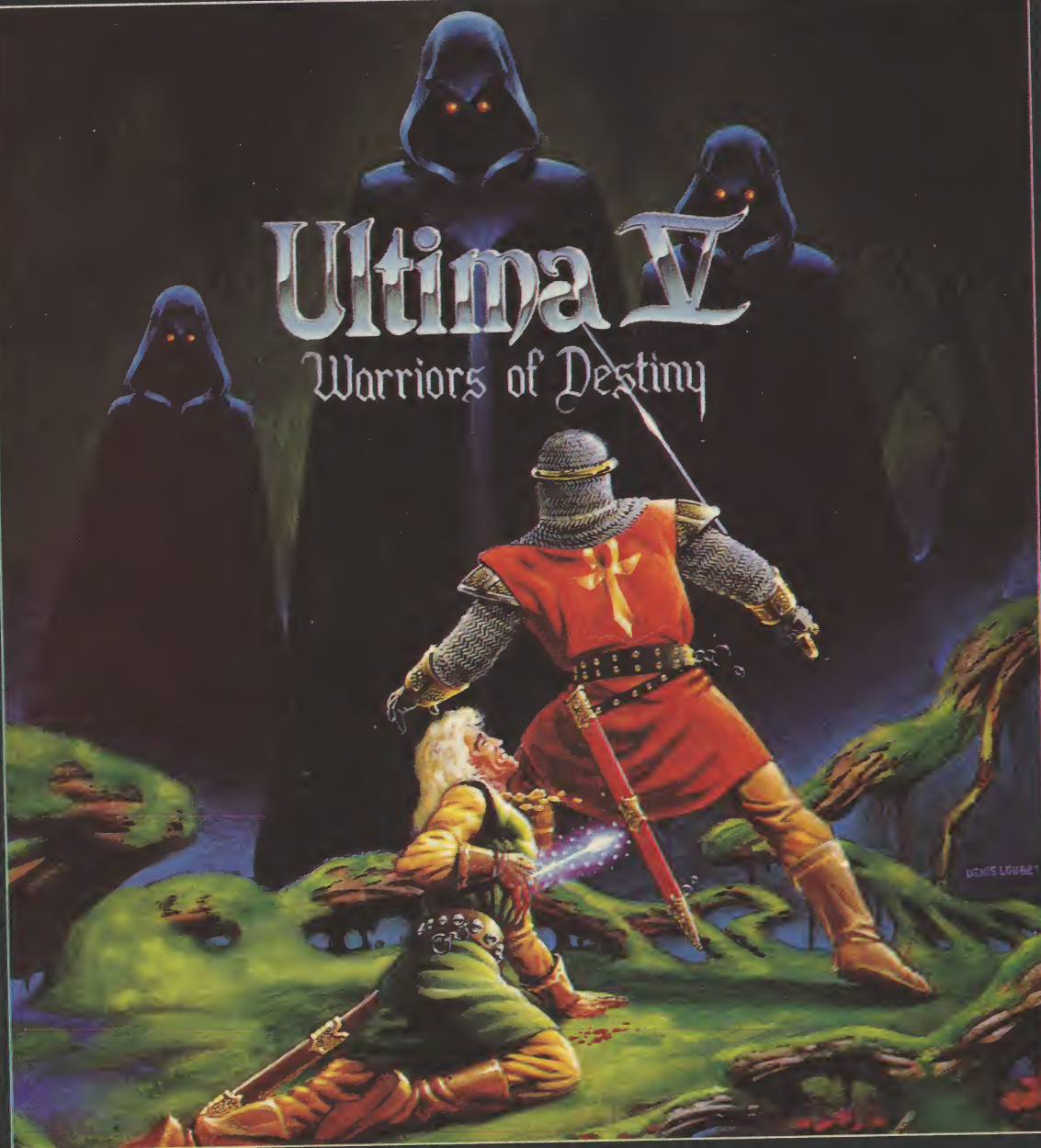
As Code Masters' Simulators go, this has to be one of the best. For a

start it has GEORDIES OK written in the highscore table! The game is really well presented otherwise, with loads of player options and even a hidden game (though I couldn't actually get it to work). The main game is just as good, with two very playable sections, the first of which resembles Atari's 720°. Play is a little difficult on the later levels, but I didn't find the enjoyment wearing off for quite a while. Well worth two quid.

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Ultima V is Available Now

From Lord British, one of fantasy gaming's most imaginative authors, comes Ultima V, latest in the award-winning Ultima saga. More than four man-years in the making, a labyrinth of mystery and intrigue, Ultima V: Warriors of Destiny will be your greatest challenge!

The fantastic discovery of the new under-world entices Lord British from Britannia to explore the vast reaches of the unknown. Mysteriously, all contact with the good king and his companions is lost. In Britannia, fear turns to panic when the group's sole survivor returns with dreaded tales of the expeditions fate.

In a desperate call to arms you are summoned back to Britannia to discover the fate of Lord British and to defeat the self-righteous tyranny that is founded in misguided virtues.

Available now for C64/128, Disk £24.95.



Origin, MicroProse, 2 Market Place, Tetbury, Glos, GL8 8DA. Tel: 0666 54326

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"I NEVER KNEW
THAT SANTA
WAS THAT SKINNY!!

ZZAP!

PG'S TIPS



© MARK 10-88

IMPOSTER!

~~~~~

Season's ... er, pardon me, my ear is full of milk. Ah, that's better. Now then, as I was saying, season's greetings, my cheating chums, and welcome to the Christmas 15 page fat-gilt edition of PG's Tips.

You'll notice that by popular demand I've started to include a few Amiga tips this month, and in an outrageous feat of favouritism I've awarded pride of place to our map of the game that can do no wrong, Rainbird's Starglider 2, which was drawn by a certain Mr Matthew P Evans (dunno who he is) and my very good self (don't know who he is either). You may be interested to know that the maps were drawn on the office Amiga using Deluxe Paint and Photon Paint and we reckon the results are pretty good. But then we're inclined to be just a teensy bit biased in that

respect so I'd be interested to hear what you think of them (and indeed about the inclusion of Amiga tips).

Also running this month we have a map and some handy hints for that brilliant Lucasfilm arcade adventure Maniac Mansion, along with maps and tips for Vindicator, Hawkeye and Knight Tyne. All this and much, much more ...

Oh by the way, I have to say hello to a couple of people. First, Happy Birthday and big kisses to the lovely Yvonne who slaves away down in Art. Next it's hello to Jason B, who I just missed talking to at the PC Show, the Icen Software boys and everyone else I didn't miss talking to at the PC Show (there were a lot of you). Cripes, what is this, the Compunet page? On with the tips!!



# ZAP! TIPS

LEVEL ONE!

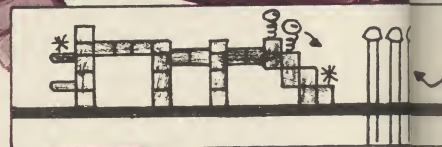
START



LEVEL TWO: WATERFALLS.



LEVEL THREE: THE MANDALAY

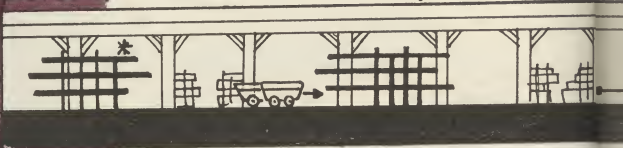


LEVEL FIVE: THE FOREST



LEVEL SIX: GOLDRUSH

START



LEVEL SEVEN: THE TEMPLE

START

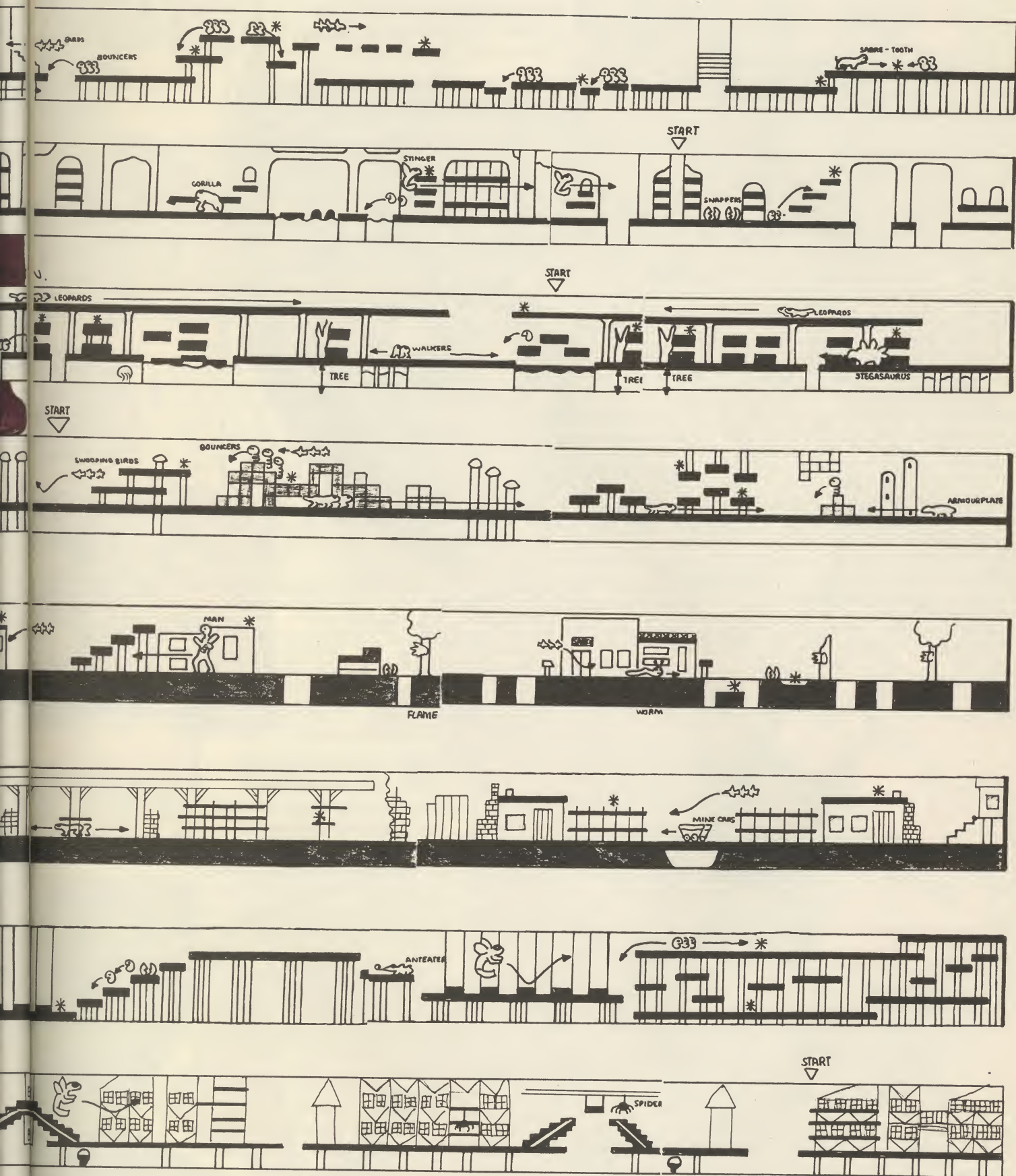


LEVEL EIGHT: THE





# \*POSSIBLE BONUS/PUZZLE PIECE LOCATIONS





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1  
2  
3  
4

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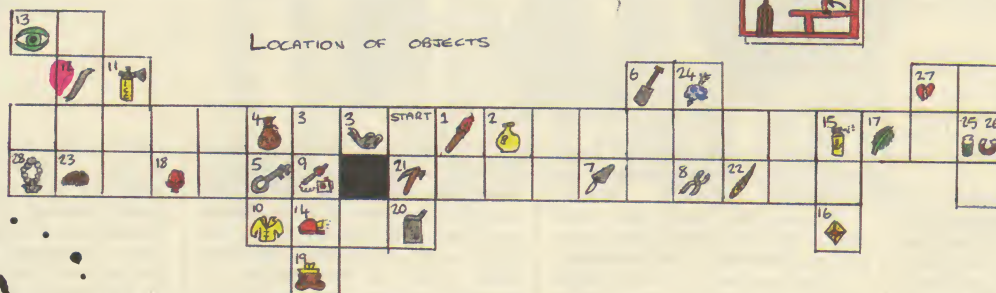
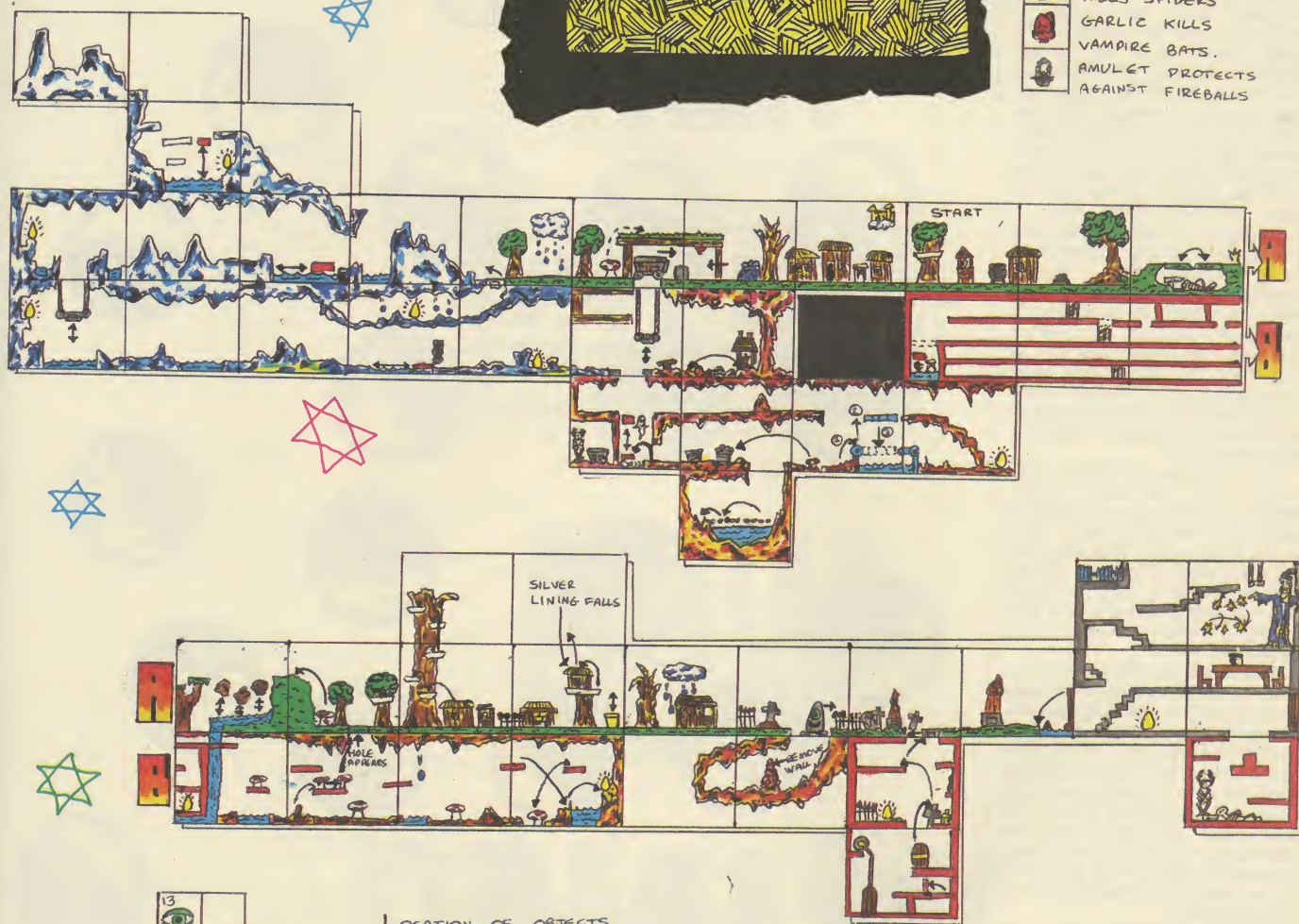
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| 7. MUSHROOM TROWEL | 14. MINER'S HAT | 21. RUSTY PICK    | 28. AMULET               |

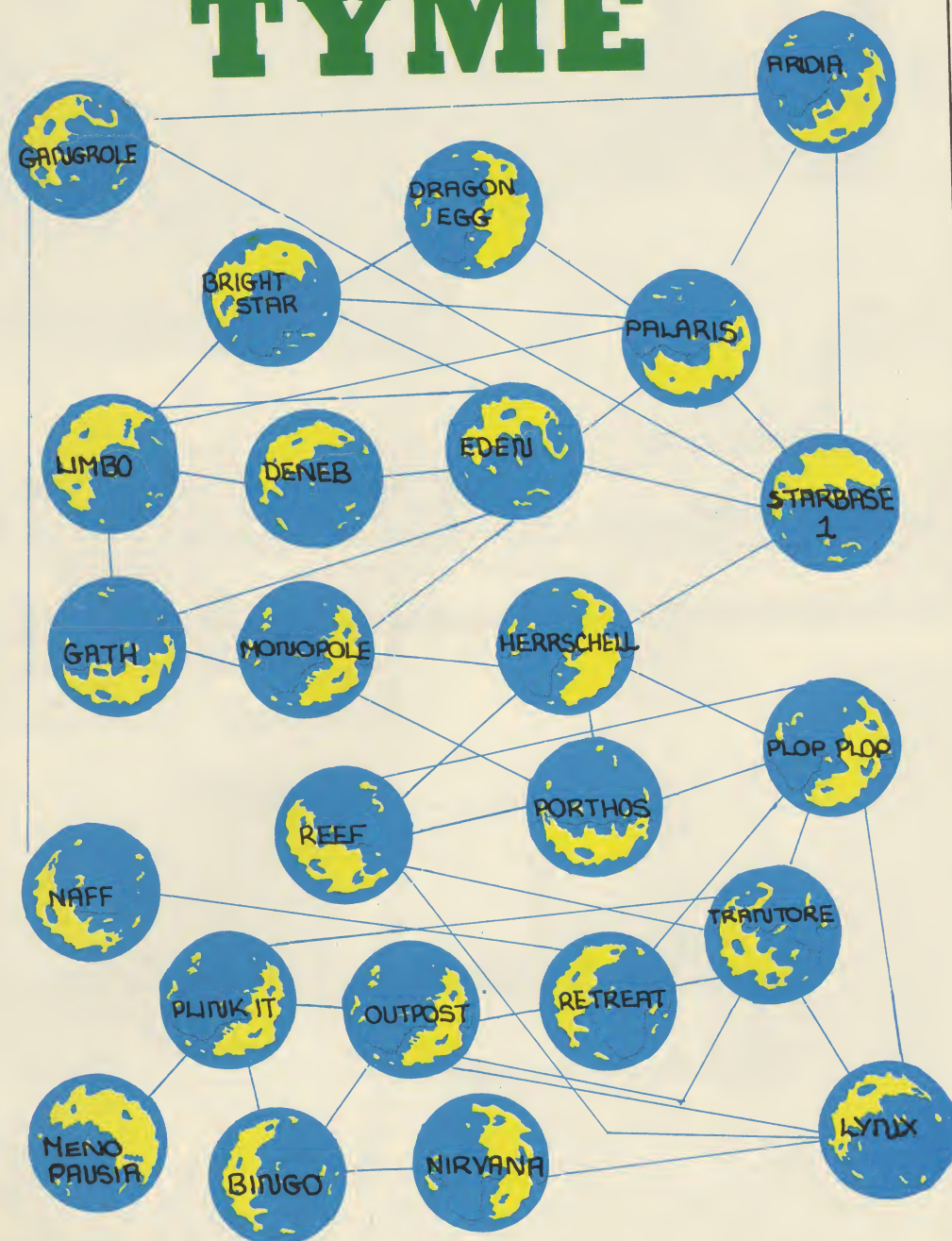
MAP BY THE





# KNIGHT TYME

Go towards the right and pick up the first piece of the sundial. Now find Hooper and take the magic talisman and the piece of



voice make sure you have the sundial – **ON NO ACCOUNT SHOULD YOU BE WEARING IT**. Keep moving until you find the Guardians of Tyme who will give you a message. Beam back to the ship and fly to the black hole at Gangrole. Move to the far right of the ship and you should find a broken time machine has appeared. Fix it by casting 'Lightning Bolt' at it, make sure you are at the black hole and launch the time machine to finish the game . . . Phew!



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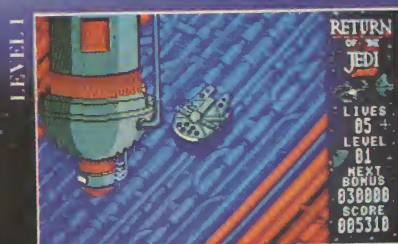
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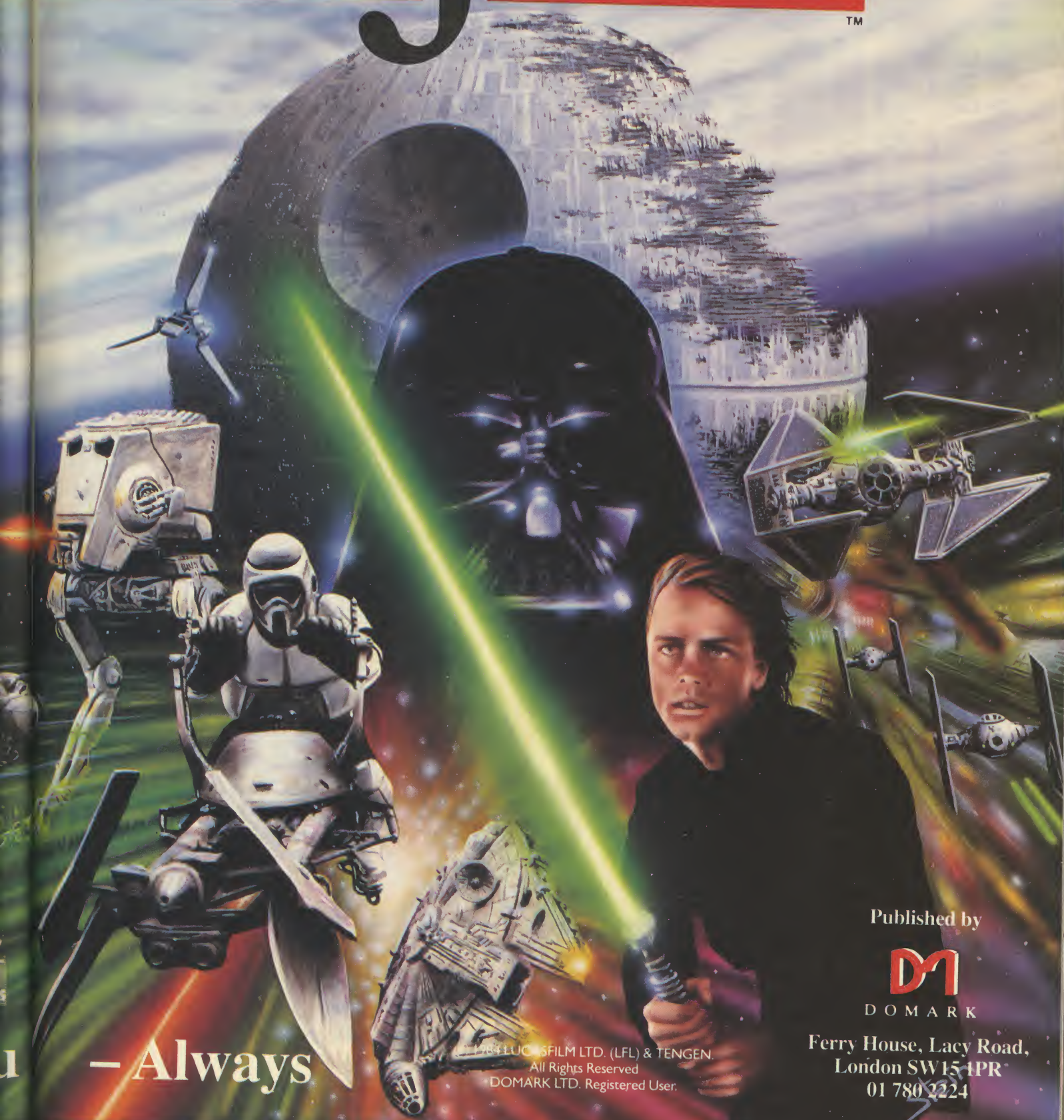
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## TIPS



### STICK



### ACHING



### WALKMAN

#### KEY

- ORB,
- ▲-TREE,
- GROUND,
- AGENT

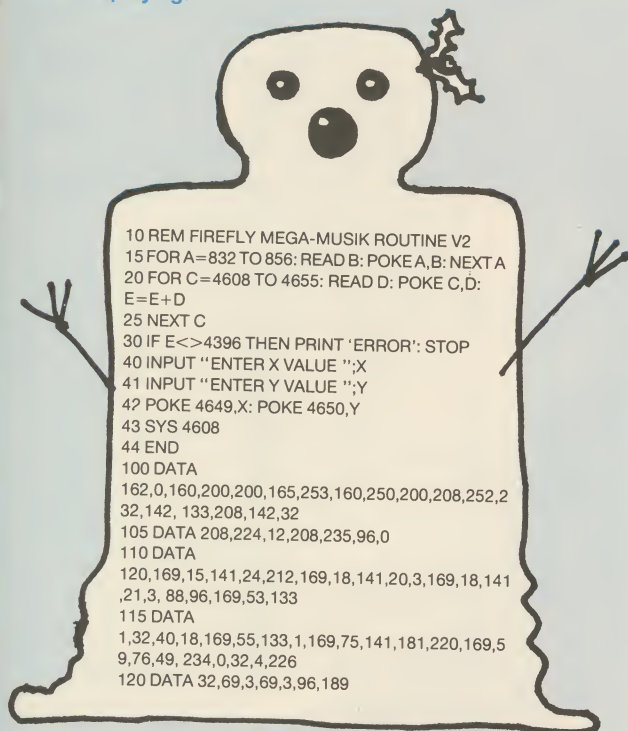
MAR 84 PAUL ROYCE  
GUTTERBELL FISHER



## BEYOND FIREFLY MEGA-MUZIK

Inspired by Firefly's above named music hack, Mellow-Man of Hippotech has sent in this adapted listing with some more code numbers to get the tunes of your choice shaking those speaker cones.

First type in the BASIC program and save it to tape or disk for future use. Now LOAD in one of the games listed below then reset the computer and LOAD the hack program back in and RUN it. When prompted type in the X and Y values which correspond to your game, pressing RETURN after each, then settle back and relax as your favourite music floods forth from the computer. You can even speed it up or slow it down by typing in POKE 56501, (any number between 0 and 255) while the music is playing.



### GAME

|                           |    |     |
|---------------------------|----|-----|
| THING ON A SPRING         | 18 | 192 |
| USAGI YOJIMBO             | 4  | 226 |
| SANXION (LOADING MUSIC)   | 9  | 240 |
| SANXION (IN GAME)         | 16 | 192 |
| RISK                      | 81 | 195 |
| MONTY ON THE RUN          | 18 | 128 |
| AUF WIEDERSEHEN MONTY     | 15 | 228 |
| MISSION AD                | 1  | 64  |
| HUNTER PATROL             | 9  | 160 |
| FRANKIE GOES TO HOLLYWOOD | 71 | 103 |
| STAR WARS                 | 50 | 245 |
| QUEDEX                    | 8  | 65  |
| BOMB JACK                 | 72 | 116 |

## GHOSTBUSTERS (Ricochet)

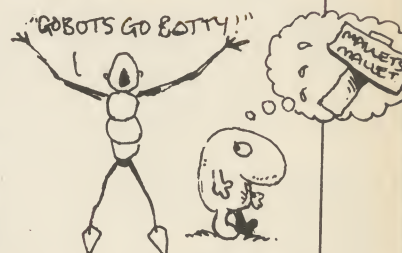
Paul Woodhouse of Victoria in Australia found that the tip printed for this game in the October issue didn't work on his version of the game and so he suggests the following method for amassing loads of money with norralorra effort. Load the game, let the theme tune play through and sing along if you like, then when the dog starts howling, press the fire button to

start. Now, when the computer asks you to enter your name, type Parker Ray and enter your account number as 4444. Now watch in awe as the computer tells you that you have \$920,000 to spend on as many traps as you like and then send out for a really big pizza afterwards (am I right Gordo? You're right, Paul - Gordo.)

## CHALLENGE OF THE GOBOTS (Ariolasoft)

A canny cheat mode for this piece of naff Crowtherdom came to me from Solihull's own Stewart McCombie. LOAD in the game and press fire on the score screen. The credit screen will then appear and you should now press the F3 key to call up a game menu, which allows you to change six game factors with a prod of the right CRSR key. Hit

RETURN to start on a rejuvenated game.



## RYGAR (US Gold)

A certain Fred Flintstone of the Delta Force has a quick POKE for US Gold's rubbish arcade conversion. Load the game and reset the computer so that you can type POKE 9551,165 (RETURN) for unlimited lives, and POKE 4050,77 (RETURN) and POKE 4055,77 (RETURN) to arrest the timer. When you've finished flexing your fingers, enter SYS 2325 (RETURN) to restart the action.

## KETTLE (Alligata)

John 'Oh No Not You Again' Clarke, our 4th & Inches challenger of some months ago, has deigned to write in with this weird tip for this weird Crowther game. Like many of his other games, Kettle has a secret weirdness mode which is activated thus. When the game loads, move your selection pointer over the word RATT which is just beneath KETTLE. Now press fire and, appropriately enough, your pointer becomes a rat (that's one!). Oh, the fun and frolics you can have with your rat, but once you've finished, try positioning it over one of the letters in the word KETTLE and press fire again. Now watch the sparks fly! Well, very small sparks, maybe.

## HAWKEYE (Thalamus)

Here's a quick and easy cheat mode for this fab Gold Medal winning blast from the Boys Without Brains. The cheat comes from Erik Baeten of Venlo in Holland, and only entails LOADING the game up as normal and typing the word 'VALSSPELER' on the opening screen. The Thalamus logos will flash indicating that infinite lives are now yours.

## BOOTY (Firebird)

Hunter, a tipster of mystery from Northallerton (where I once knew a girl who 'didn't really know') has sent in a cheat mode for this Telecomsoft crumbly which requires the hapless player to hold down the keys K, E, V, I and N on the title screen. Do this and 'BOOMSHANKA' (to use Hunter's word), a message will appear saying 'The cheat mode is operational' (or words to that effect).

## CHAMPIONSHIP SPRINT (Electric Dreams)

AAWWW! What an awwwful game this is. Paul and Andrew Nettleton obviously liked it though, as they've designed a few courses of their own and sent in the alphabetic codes for six of them. And they are...

```

bsdsfkssshbssshksssi
aabdbfenciligaackiaa
bfbfakpnpfaggggrakiki
bcdcfgabfglcljkhkccci
bdfbfgbnigggggagkikci
beefargllfggglikikia
    
```

## BAZOOKA BILL (Ricochet)

This is a pretty awful variation on the Green Beret theme that I wouldn't wish on anyone, but for those lucky few who are able to laugh at adversity, here is a mad 'n' wacky tip from a person of Scottish persuasion who goes by the name of Derek McKenzie. According to Derek, all you have to do is leave the auto-fire on your joystick switched on for 50% more health and a longer game. Those of you without auto-fire joysticks should therefore count yourself lucky.



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## ZYBEX (Zeppelin Games)

Another music hack, this time from the unseeded talent of Adam Robinson of the Barlick Hackers. This listing plays the superb main theme from Zybox after the game has been loaded and the computer reset. As an added bonus, the 5 in line 30 can be added to speed up or slow down the time as you wish. Lovely.

10 POKE 54296,15  
20 SYS 49152  
30 FOR A=1 TO 5:NEXT A  
40 GOTO 20

## FRUITY (Players)

The Barlick Hackers' own Adam Robinson has once again found the necessary numbers to allow fans of this game to strut their

stuff to its soundtrack. Just LOAD the game, reset the computer and type POKE 54296,15:SYS 49152 (RETURN), then it's time to (WOO! YEAH!) get on down! (as they say).

## MANIAC MANSION (Lucasfilm)

This has to rate as one of Lucasfilm's greatest games – it's brilliant! It's just a pity you need a disk drive to enjoy it. Now for those of you who gave up the quest to save Sandy's brain, Neil Graham has sent in a map and some tips to give you just cause to dig out the game and show Dr Fred and Nurse Edna just who's head frankfurter (well, almost!)

1. First off, select Dave, Michael and Bernard.
2. Leave Dave by the mail box to the left of the mansion and take Michael and Bernard into the house. To open the front door, get the key from under the doormat and use it to unlock the door.
3. Now take Michael to the library and push the loose panel under Chuck the plant. This will reveal a cassette. Pick it up and proceed to the kitchen.
4. In the kitchen get the flashlight. Now go to the larder and get the fruit drinks and the bottle of developer. This will smash, but don't worry about that . . . yet.
5. Now go up the stairs and into the Art Room where you should see some waxed fruit and some paint remover. Pick these up and proceed up the next flight of stairs where you should meet the tentacle. Give the waxed fruit and the fruit drink to the tentacle to get past it. Now go up the stairs and enter Fred's bedroom. Reading the wanted poster should get you a useful telephone number which you should make a note of. Go up the ladder to the tentacle's room. Take the record and the yellow key.
6. Now go to the Gymnasium. Use the Hunk-O-Matic machine to make you stronger. Now go through into the Bathroom and get the sponge.
7. Next go into the Portrait Room and use the paint remover on the blotch of paint. This reveals another door.
8. Now take Michael back outside the mansion and get him to pick up the bushes to the left of the mansion. This reveals a grating. After working out on the Hunk-O-Matic you will be strong enough to pull this and reveal a secret passage under the mansion.
9. Around this time the doorbell will ring and a package will be delivered. Quickly change control to Dave, pick up the package and run into the kitchen before Ed arrives.
10. When Ed goes, get Dave to open the package and you will pick up some stamps. Now get Dave to take the package up to Ed's room and give Ed the package. Ed will now ask you to find his plans. Change back to Michael.
11. Moving Michael along the passage you will come across a puddle of developer. Pick this up using the sponge and go back outside the house. To the right of the mansion you will now see some undeveloped film. Pick this up and go to the Dark Room. Once there, put the developer in the sponge into the developing tray and develop the film.
12. Pick up the developed prints and read them and you'll see they are Ed's plans, so take them to him.
13. Now take Michael to the Music Room and put the cassette into the recorder and the tentacle's record on the Victrola. Turn on the cassette recorder then the Victrola. Wait until the vase smashes before turning off the Victrola and recorder and getting the cassette. Now proceed to the Lounge.
14. Once in the Lounge open the cabinet door and play the cassette

## YABBA DABBA DOO (Quicksilver)

A tip here for the original Flintstones game from Colin Sparshott who resides in Harrow Weald in Middlesex. Just LOAD the game, play it once, then wait for the demo to finish and the title screen to appear. When that

is replaced by the scoreboard, look at the bottom of the screen and you should find an instruction that lets you have up to nine Freds, simply by pressing the F1 key. Yabba dabba doo, as they say.

## PANDORA (Firebird)

R O'Neill of sunny Romford was rummaging through the code of Firebird's futuristic arcade adventure and came up with the following hacks to liven the game up. LOAD the game, reset and enter whichever of these POKES takes your fancy.

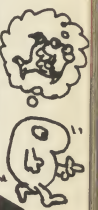
POKE 7185,0 to stop the 'timer'  
POKE 7185,(2 to 9) for a faster timer  
POKE 7701,0 for a faster 'Annie'

SYS 3887 restarts the game

in the cassette player. The chandelier will smash and you can now get the key.

15. The next part requires quickish reactions. Position Bernard in Ed's Room and Michael outside Edna's Room. Take Michael into Edna's Room and she will come in and throw him in the dungeons. Whilst she is away you must quickly swap control to Bernard, take him into Edna's room and get the small key off the night stand before Edna returns and locks Bernard up as well.
16. If both Michael and Bernard do get locked in the Dungeon, don't despair – this provides a useful opportunity for the two characters to swap some items. Make Bernard give Michael the small key and get Michael to hand over the flashlight and the yellow key.
17. Use the old rusty key to get out of the Dungeon and you should find yourself in the Reactor Room. Get Bernard to pick up the silver key and then take him to the Gymnasium for a go on the Hunk-O-Matic. After pumping up Bernard's strength, take him to the larder and unlock the locked door with the silver key. Proceed through the door and you should be beside a swimming pool. Position Bernard at the top of the swimming pool ladder and switch control back to Michael.
18. Take Michael to the passage under the house (via the grating) and get him to open the water valve. Quickly change control back to Bernard and you will see the pool has been drained of water. Take Bernard down the ladder into the pool. Pick up the radio and the glowing key. Quickly leave the pool and change control back to Michael to close the water valve.
19. Go back to Bernard and get him to open the radio and inside he should find some batteries. Put the batteries into the flashlight. Now go through the gate and into a garage. Open the garage door and go inside. Pick up the water faucet handle and open the trunk of the Edsel with the yellow key. Take the tools from the trunk and go to the lounge.
20. Use the tools to take apart the old-fashioned radio and remove the radio tube. Take this and put it in the radio tube socket next to the radio in Fred's room. The radio is now fixed and you can use it to call the Space Police when you finally get the lab door open (their number is on the Wanted poster).
21. Now take Bernard to the Bathroom and fix the water faucet handle to the water faucet. Turn the faucet on and the shower will come on causing the mummy in the bath to move and reveal Edna's 'phone number.
22. Now send Michael outside the door with no handle and place Dave at the foot of the main stairs. Get Dave to push the gargoyle to the right of the stairs and the door will open allowing Michael to enter. Send Michael to the circuit breakers in the Reactor Room and take Bernard to the Wires Room. Get Bernard to switch on the flashlight and then switch control back to Michael. Now get Michael to turn off the circuit breakers and change back to Bernard. Bernard must fix the wires with the tools before you switch control to Michael who has to switch the circuit breakers back on before the purple tentacle arrives.
23. Now take Michael to the Dungeon and open the top and bottom padlocks on the outer door to the Sekrit Lab with the glowing key.
24. Take Bernard to the Library and get him to fix the phone with the tools. You can now use the phone to call Edna if you want to.

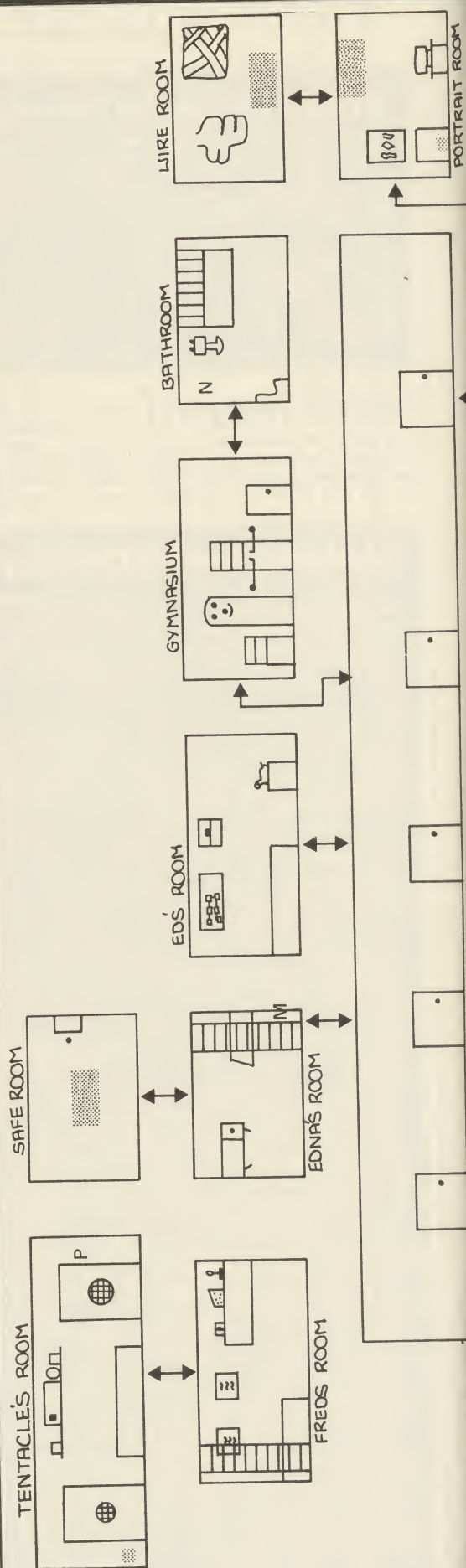
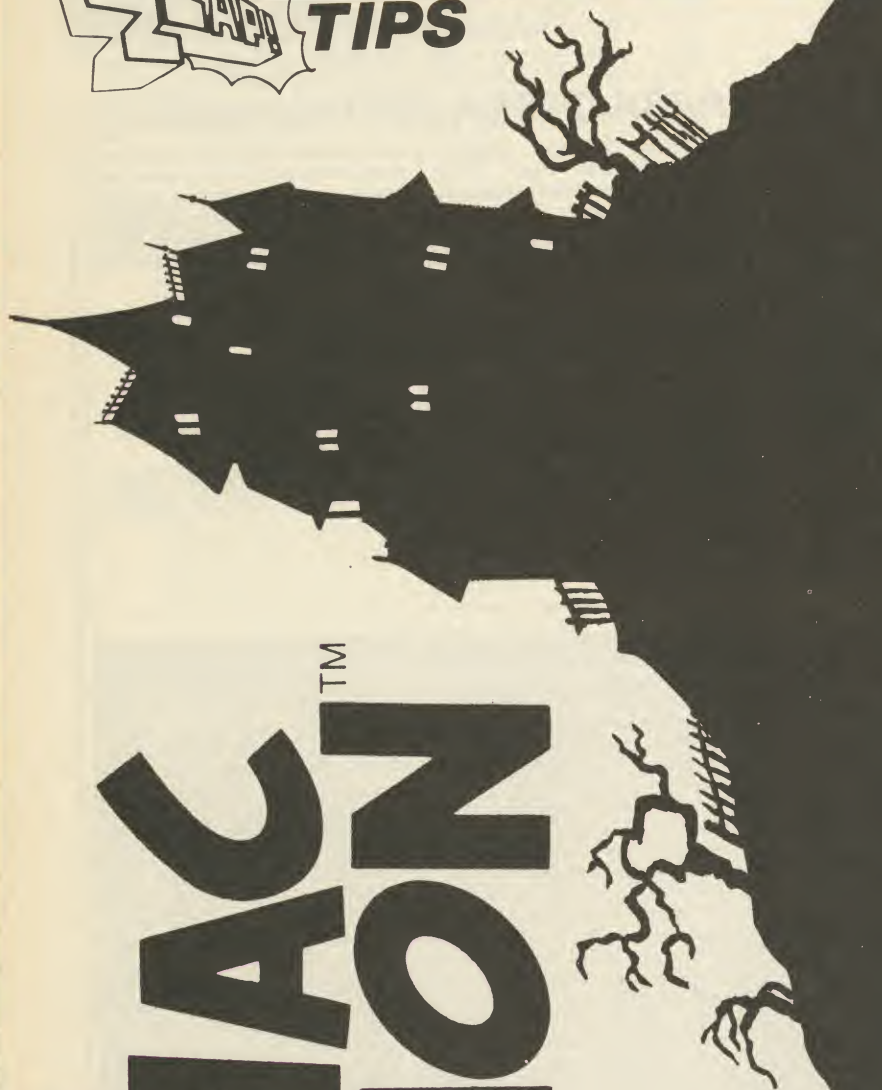
And that's all the help you're getting . . . for the moment.



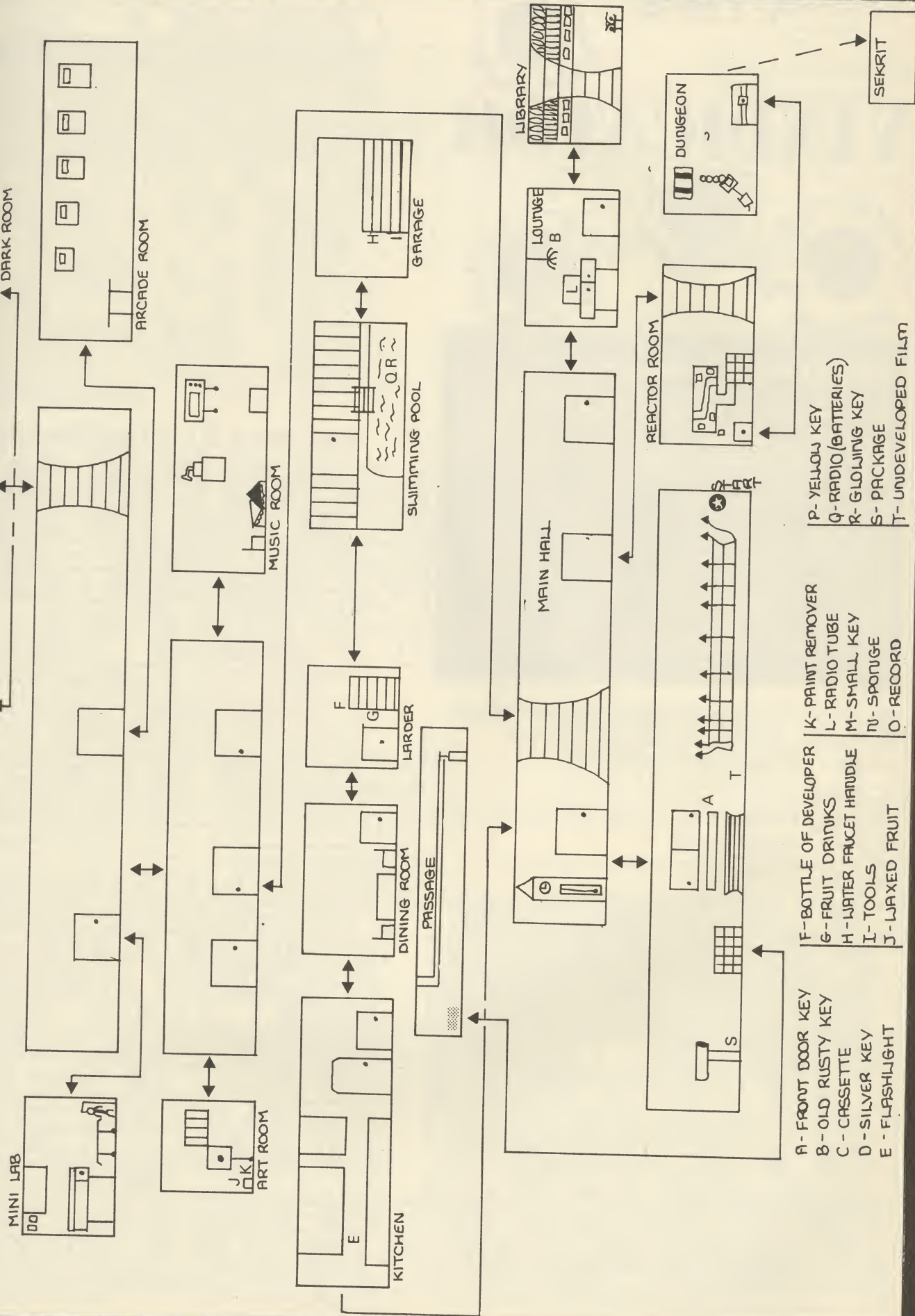


# MANIAC<sup>TM</sup> MANSION

**ZZAP! TIPS**







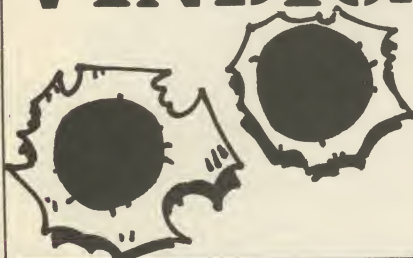




TIPS



## VINDICATOR



## VINDICATOR (Imagine)

To accompany the official Imagine map of Vindicator, here is a list of solutions to the computer anagrams, all of which are famous personalities – well, famous within the walls of Ocean/Imagine HQ, anyway! They were sent in by A Morgan from Bishop Auckland in County Durham and The Terminator . . . Oh, yeah, the password to level 2 is ENOLAGAY

Nathan Junnod – Jonathan Dunn  
Siv Wethead – Steve Wahid  
Sam N Joker – Mark Jones  
Emil Bakma – Mike Lamb  
Neat Kevin Lane – Kane Valentine  
Ron H Vain – Ivan Horn  
Alun O Spew – Paul Owens  
Wol Drainsmel – Miles Rowland  
Kane Ward – Dawn Drake  
Dr Antoni Clam MD – Martin McDonald  
Sean Jim Haggis – James Higgins  
Robin Tumsel – Simon Butler

ALL SQUARES CROSSED CONTAIN OXYGUM,  
OR ALIENS TO KILL WHICH WILL LATER  
CAUSE OXY-GUM TO APPEAR.

X-START

N.B. IT IS POSSIBLE TO COMPLETE THIS SECTION  
WITHOUT LOSING A LIFE.

## LEVEL THREE

|    | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0  |   |   |   |   |   |   |   | S |   |   |   |   |   |   |   |   |   |   |
| 1  |   | S |   | C |   |   |   |   |   |   |   |   | C |   |   |   |   |   |
| 2  |   | L |   |   |   |   |   |   |   |   |   |   |   |   |   |   | S |   |
| 3  |   |   | S |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |
| 4  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | S |   |
| 5  |   |   |   |   |   |   |   |   |   |   |   |   |   | L | B |   |   |   |
| 6  |   |   |   | S | S | C |   |   |   |   |   |   |   |   |   |   |   |   |
| 7  |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   | S | L |   |
| 8  |   |   |   |   |   | S | L |   |   |   |   |   |   |   |   |   |   |   |
| 9  |   | S |   |   |   |   |   | S |   |   |   |   | S |   |   |   | S |   |
| 10 |   |   | S |   |   | S |   | S |   |   |   |   |   |   |   |   | B |   |
| 11 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

## LEVEL ONE

|    | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0  |   |   | S |   |   |   |   |   | B |   |   |   |   |   |   |   |   |   |
| 1  |   |   |   |   |   |   |   |   |   |   |   |   |   |   | S |   |   |   |
| 2  |   | L | S |   |   | S |   | S |   |   |   |   |   |   |   |   | B |   |
| 3  |   |   |   |   |   |   |   |   |   |   | C |   |   |   |   |   |   |   |
| 4  |   |   | S |   |   |   | S |   |   | S |   |   |   |   |   |   |   |   |
| 5  |   |   | C |   |   |   |   |   |   |   |   | L |   |   |   |   |   |   |
| 6  |   |   |   |   |   | S | L |   |   |   |   |   |   |   |   |   |   | X |
| 7  |   |   | S |   |   |   |   |   |   |   |   |   |   | S | S |   |   |   |
| 8  |   |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 9  |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 10 |   | L |   |   |   | B |   |   |   | S | S |   |   |   |   |   |   |   |
| 11 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   | C |   |

## LEVEL TWO

|    | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1  |   | L | S | B |   |   |   |   | S |   |   |   |   |   |   | S |   |   |
| 2  |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 3  |   |   |   |   | S |   | S |   |   |   |   |   |   |   | B |   |   |   |
| 4  |   |   |   |   |   |   |   |   |   | C |   |   |   |   |   |   |   |   |
| 5  |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   | S |   |   |
| 6  |   |   |   |   | B |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 7  |   | C |   |   |   |   |   |   | S |   |   | L |   |   |   |   |   |   |
| 8  |   |   |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 9  |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   | L |   |   |
| 10 |   | L | S |   |   | S |   |   |   | C |   |   |   |   |   |   |   |   |
| 11 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

## LEVEL FOUR

|    | a | b | c | d | e | f | g | h | i | j | k | l | m | n | o | p | q | r |
|----|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0  |   |   |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 1  |   | L | C |   |   |   |   |   |   |   | S | S |   |   |   |   |   |   |
| 2  |   |   |   | S |   |   |   |   |   |   |   |   |   |   | B |   |   |   |
| 3  |   | S |   |   |   |   |   |   | C |   |   |   |   |   |   |   |   |   |
| 4  |   |   |   |   | S |   |   |   |   | S |   | S |   |   |   |   |   |   |
| 5  |   | S | S |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 6  |   |   |   |   | S | B | L |   |   |   |   |   |   |   |   |   |   |   |
| 7  |   | B |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 8  |   |   | S |   |   |   | L | S |   |   |   |   |   |   |   |   |   |   |
| 9  |   |   | S |   |   |   |   |   |   |   |   |   |   |   |   |   | L |   |
| 10 |   | S | L |   |   |   |   |   |   | C |   | S |   |   |   |   |   |   |
| 11 |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |





## BETTER DEAD THAN ALIEN (Electra)

The Three Amigos have decided to stop hassling singing shrubbery and have sent in the 25 passwords for this bit of Amiga blasting fun. Choose your difficulty level then when prompted for a reference type in one of the following.

ELEKTRA  
SYZYGY  
DRAMBUIE  
PLUG  
SOPRANO  
MAYONNAISE  
FAUCET  
POTATO  
WOOMERA  
DEBUTANTE  
FIRKIN  
ACOUSTIC

TRIPTYCH  
JABBERWOCKY  
WHIMSICAL  
CORNUCOPIA  
PUNJABI  
TIDDLY POM  
KEWPIE DOLL  
SEPULCHRE  
EUPHEMISM  
GRAMMARIAN  
CROSSWORD  
QUARANTINE

## HYPERBOWL (Mastertronic)

I've seen neither hide nor hair of this game, so unfortunately I can't give a critical appraisal as to its musical merits, however, if you get off on the game's melodic strains, you might like to try LOADING it up, resetting the computer and entering SYS 16427 to start the music (with a very chic line in the border).

## DRILLER (Incentive)

Another terrific Matt Gray melody easily accessed by the familiar LOAD-reset procedure. After the reset, type SYS 3603: POKE 54296,15, to get those notes flooding from the speaker with a tasteful raster bar on the screen to boot! Thanks again to Denmark's answer to Richard Clayderman, M Svendsen.

## HE-MAN (Gremlin)

Has anyone seen the film – talk about the woodentops go to Greyskulle – Dolph's acting ability is on a par with a shop dummy! Some of the dialogue was pretty diabolical too!! Oh well, perhaps Masters of the Universe II will be better. If you've got the game, and wouldn't mind playing with unlimited lives and all eight chords, just load the game, reset the computer and type POKE 6266,173:POKE 2346,8:SYS 2064 (RETURN) and exactly that will happen.

## COMBAT SCHOOL (Ocean)

Here's Nathan Maguire of Stockport with a tip for all you frustrated joystick wagglers. After completing the third firing range, reset the counter to zero. If the instructor beats you, or you die on the mission, when prompted to rewind, just rewind to zero and press play. This loads the instructor fight again and saves having to go through the school.

## STORM BRINGER (MAD)

According to regular tipster Robert Troughton, this entertaining arcade adventure is graced with a hidden cheat mode only accessible by a petite POKE – this one in fact. POKE 6348,1: SYS 6607 (RETURN).

Now start the game. If you pull down on the joystick you should find you can move to any room by moving in any of the four directions or if you want to stay where you are, just press the fire button. If you need to get a certain part of a room, say the left side, move to the left side of the room you are in and activate the cheat. Dead easy!

## RADIUS (Players)

Paddy of Traxx, Southampton says start the game, press Q, use joystick to enter MEANTEAM and you get infinite lives. Why can't everything be that easy!

## KENTILLA (Mastertronic)

Yeah! One of my favourite Rob Hubbard pieces and it's available to discerning SID fans with the minimum of effort, thanks to Sean and Adrian Meads. LOAD up your copy of the game, reset it and enter SYS 53236 to play the main theme.

## ICE PALACE (Creative Sparks)

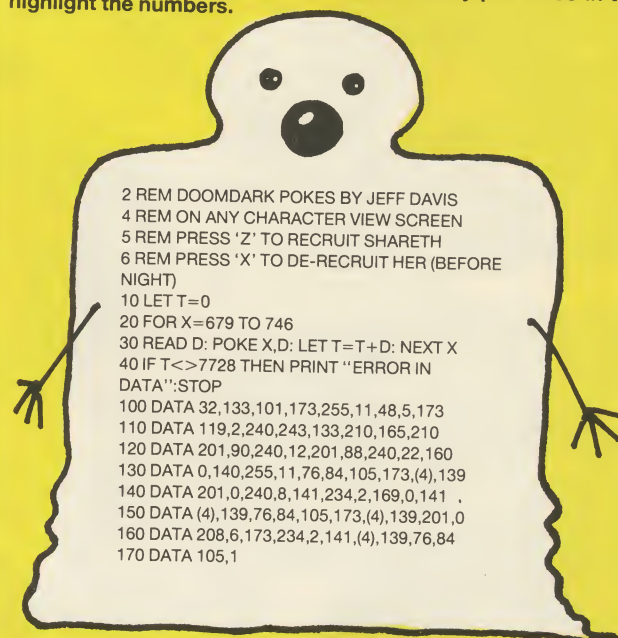
We reviewed this way back in Issue 2 – have any of you got a copy? If you have, load it and reset the computer. Enter POKE 12755,173:POKE 13416,173:SYS 3200 (RETURN) and the game restarts with unlimited energy.

## ROLLAROUND (Mastertronic)

I quite like this game – it's a neat sort of Spindizzy clone. If you want to play with unlimited lives, just load the game, reset the computer and enter POKE 43523,44:SYS 19000 (RETURN). It's that simple.

## DOOMDARK'S REVENGE (Beyond)

This rather good strategy/adventure game has been around for ages, but if it still has you stumped you might be able to make use of this handy utility sent in ages ago by Jeff Davis of Peterborough. Basically, the program allows you to recruit Shareth the Heartstealer and look through her eyes to see where she is. You can then de-recruit to allow her to move her forces at night. First type in the listing, but don't bother typing the brackets in lines 130 and 150-160 – I only put those in to highlight the numbers.



```
2 REM DOOMDARK POKES BY JEFF DAVIS
4 REM ON ANY CHARACTER VIEW SCREEN
5 REM PRESS 'Z' TO RECRUIT SHARETH
6 REM PRESS 'X' TO DE-RECRUIT HER (BEFORE NIGHT)
10 LET T=0
20 FOR X=679 TO 746
30 READ D: POKE X,D: LET T=T+D: NEXT X
40 IF T<>7728 THEN PRINT "ERROR IN DATA":STOP
100 DATA 32,133,101,173,255,11,48,5,173
110 DATA 119,2,240,243,133,210,165,210
120 DATA 201,90,240,12,201,88,240,22,160
130 DATA 0,140,255,11,76,84,105,173,(4),139
140 DATA 201,0,240,8,141,234,2,169,0,141
150 DATA (4),139,76,84,105,173,(4),139,201,0
160 DATA 208,6,173,234,2,141,(4),139,76,84
170 DATA 105,1
```

Now RUN the program and get a blank tape or disk ready. Now type:  
POKE 43,167: POKE 44,2: POKE 45,235: POKE 46,2: CLR: SAVE "DOOMCHEAT" (RETURN)

Or, if using a disk,  
POKE 43,167: POKE 44,2: POKE 45,235: POKE 46,2: CLR: SAVE "DOOMCHEAT",8 (RETURN)

This SAVES out the machine code. Now switch the 64 off and on and load Doomdark's Revenge as usual, then reset the computer when it's loaded.

Now load in the cheat with LOAD "DOOMCHEAT",1,1 or ,8,1 if using a disk. Now type in the following POKES  
POKE 2048,162: POKE 2049,255: POKE 2050,154: POKE 2051,32:  
POKE 2052,128: POKE 2053,9 (RETURN)  
POKE 26944,76: POKE 26945,167: POKE 26946,2 (RETURN)  
SYS 2048 (RETURN) starts the game.

Now, when on any character's view screen, press 'Z' then the select key (INST DEL) and you should find character 4 is Shareth. Remember that, when you've finished you must return her to computer control or she won't move, so on any view screen, press 'X' and she is back under control of the 64.

If you want such useful facilities for Morkin, change the bracketed 4s in the listing to 1s and repeat the saving process, only using a different filename.



Professional

# BMX Simulator

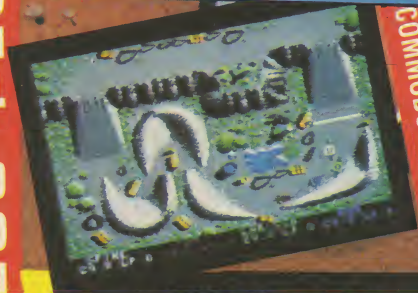


## SCREENSHOTS

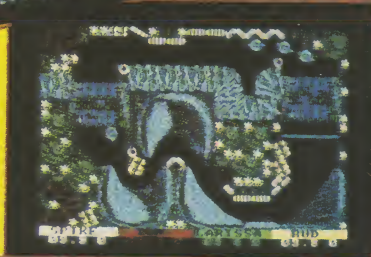
COMMODORE C64



COMMODORE C64



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

## STARGLIDER 2

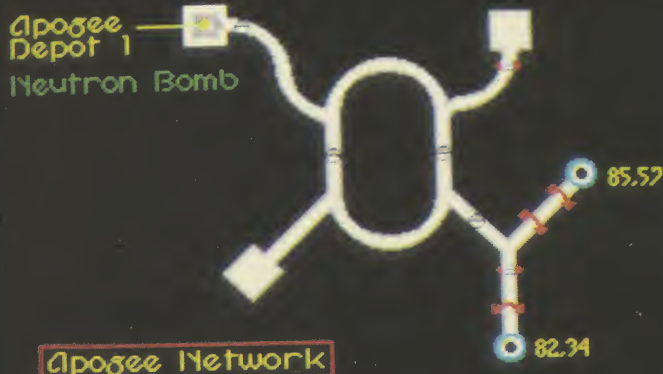
Charted by

Maff 'Scotch Egg' Gurno

Paul 'Bacon & Brain' Glancey

### THE KEY

-  Energy Gate
-  Tunnel Entrance/Exit
-  Blast Door
-  Rotating Tunnel
-  Depot
-  Dead End



I'm not going to risk invoking the wrath of Rainbird's Clare Edgely by giving the whole game away, but here is some information accrued by Maff and myself which you may well find useful...

We find that the best way to play is with a fixed sight, which you can select either from the menu before the game or by pressing F during play. This makes targeting lasers and energy cubes a whole lot easier because they always fire towards a point in the centre of the screen. A floating sight is still useful for targetting missiles, identifying objects and locking tractor beams.

If you want to finish the game you'll need the neutron bomb to destroy the Egron space station.

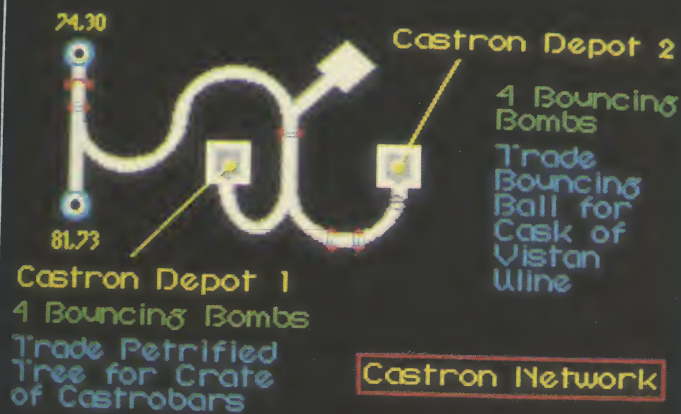
Building the bomb requires technical skills only found on Apogee, and if you go to that planet's depot you will be given the following list of materials needed for the production of the bomb:

- A flat diamond
- A case of nuclear fuel
- A lump of mineral rock
- An Egron mini rocket
- A cluster of nodules
- An asteroid
- A crate of Castrobars
- A cask of Vistan wine
- Professor Halsen Taymar

Some of these items can be found on the surfaces of certain planets (the cluster of nodules, for example, can be found on Dante). Others you can collect







### Broadway Network

Last known location of Professor Halsen Taymar

**Broadway Depot**  
4 Missiles



by the old Elite tactic of going into space, shooting pirate ships and then picking up what they drop (the microscreen will warn you of this with the message 'PIRATE SHIP CARGO DROPPED').

Alternatively, you can go to each of the depots on the moons of Millway and Apogee where you will be able to trade items for bomb materials or services. The items each depot trades in are marked on the maps.

At Apogee you will have been told that Halsen Taymar is leading a research team on Broadway, but if you go to the depot on Broadway you will be told that he has something for you 'if you can find him'. Ah. So where is he, then? I'll tell you

where he is...

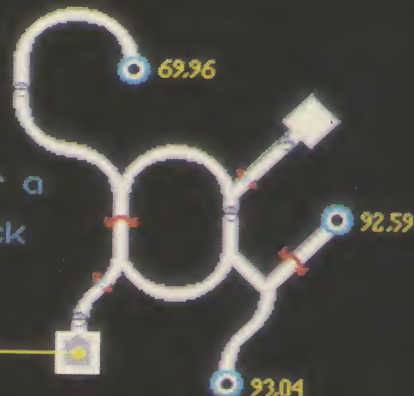
Being a free teenage soul, Taymar likes nothing better than joy-riding around the moon's surface in his Emma 2 jet car. As soon as you make planetfall on Broadway you should see the car zipping between the buildings. Catch up with him and as soon as he's within range, lock the tractor beam on the Emma 2 and beam it and its occupant up. You will now have Halsen Taymar on board, and he will make his presence known by giving you an energy cube launcher and making comments on how much he likes the ICARUS, the in-flight movie...

Re-fuelling is a skill essential to the success of the mission, and of the five methods

### Apex Network

Trade Pyramid for a Lump of Mineral Rock

**Apex Depot**  
4 Missiles





# ZZAP! TIPS

mentioned in the play guide, we find that collecting fuel from asteroids is by far the quickest and easiest method of reviving flagging shield, laser and fuel levels. The highest concentration of asteroids is (unsurprisingly) in the asteroid belt between Apogee and Millway.

Ordinarily you would pass straight through it in stardrive and never see an asteroid, so fly between the two planets and disengage the stardrive when about halfway between them

and you should find yourself surrounded by asteroids (and pirates!).

Quickly find a nearby rock and lock the tractor beam on it. Don't collect it yet, as the tractor beam makes it unstable and causes it to release fuel. The refuelling indicator should start flashing and the energy gauges should rise. If the asteroid explodes before your tanks are full, just lock the tractor beam onto another one and repeat the process.

## Esprit Network

Trade ICARUS Pilot Couch for Case of Nuclear Fuel

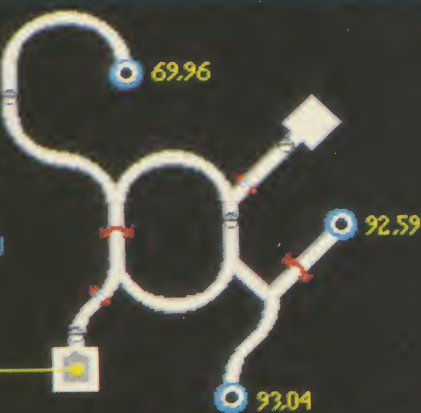
Esprit Depot  
4 Missiles









## Questa Network

Trade Mechanical Whale for a Flat Diamond

Questa Depot  
4 Missiles



## THE KEY

-  Energy Gate
-  Tunnel Entrance/Exit
-  Blast Door
-  Rotating Tunnel
-  Depot
-  Dead End

## Westmere Network

Trade an asteroid for an Egron Mini-Rocket

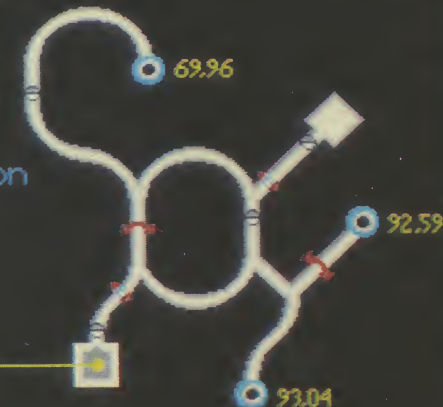
Westmere Depot  
4 Missiles



## Synapse Network

Trade Egron Duck for Cluster of Modules

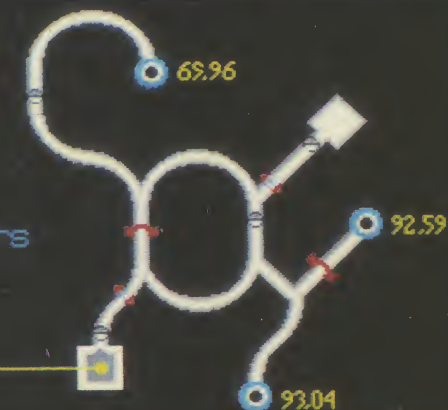
Synapse Depot  
4 Missiles



## Wlackfunk Network

Trade any goods for ship repairs

Wlackfunk Depot  
4 Missiles



Well, that's it for another month I'm afraid. This month's lucky, lucky, ooh-so-lucky contributors are Tipster of the Month, Neil Graham of Liverpool for his Maniac Mansion maps and tips, and Cartographer of the Month, William Callaghan of Tipton who sent in the Hawkeye map. No doubt they'll both have a happy Christmas after their £30 software vouchers pop through the letterbox.

If you reckon you have something, be it a map, POKE or cheat mode, that's worth some free software, send it to this address - PG'S TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB - and who knows, if your contribution is sizeable or block-busting enough you could be on the receiving end of a £30 voucher.

Now, if you don't mind, I'll just wish you a merry Christmas and slope off to indulge in a little of the Christmush shpirit... Pash that bottle, Maff... Urp.





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3D!**

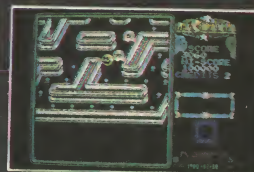
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Screenshots taken from ATARI ST.

Screenshots taken from SPECTRUM



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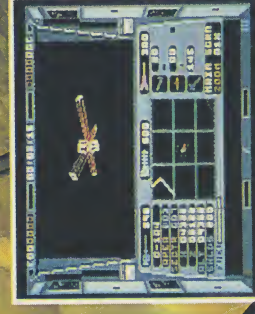
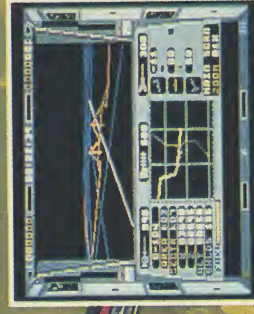
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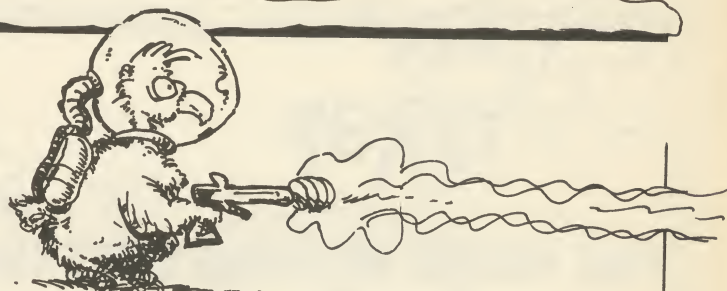
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Ah, the season of good cheer! I love Christmas – puddings, pies, a big tree, jolly men in big red suits, snowmen, tinsel, pressies and more turkey than you can stuff into ten of those mega-enormous french sticks from Gateway with plenty of mayonnaise. Yum! It's still only November but I decided to crack open a bottle of QC anyway – just to celebrate! Hic! Oops, pardon me! I'd sing you a song but past experience has taught me that I'd probably better not. Anyway, crack open a can of Coke, get out the Quality Streets and nab your favourite seat by the fire – a veritable feast of fabulous Yuletide festivity awaits . . . (what d'you mean there's no snow around?)

## THE SPACE CHICKEN WRITES BACK

Yo Lloyd!

When I brought the September ZZAP!, I really felt as – like, strange, so I just had to put chicken pen to paper and scribble a few lines. Even though I'm only a Space Chicken, I could've done better than Mark Walker of Aussieland in making Karnov. I'd settle for a playable 1st level, OK? No I won't bother but the routines are ready so only a bit of assembling and input, and Karnov 2 is ready! Get in touch ED! Anyroad, Mr Tips Glancey is fab – d'ya know his fan club address? Gordon is brill and Maff looks KOOL! Could I have an autographed photo please (with Lloyd and Kati)? Now to my moans:

1. I have just read and compared ZZAP! no 8, 38 and 41. No 8 was brill, a real larf. No 38 was rather tame, while 41 was nearly as good as no 8 again – keep the rise!
2. Please more zany humour - I love it! Be more GAMES MACHINEY please, with interviews (ie. Sensisoft, John Twiddy, Tony Crowther, Anita Sinclair, Doug Adams or others) and features!
3. Please, please more Amiga coverage – I'm 64 only but I love reading 'bout Amiga. Lots of our contacts and mates are Amiga guys!
4. I hated Predator.
5. Bring back Gary Liddon, if only for an interview! After a few months, please interview old reviewers to see where they stand!
6. I'm only a space chicken, so please don't expect too much of me, but more demo coverage please, and I'd love to see demo reviews (like graphics, sound, interest value, technical and overall)!!
7. Ya mixed up the *Infiltrator* and *Tau Ceti* points in the September ZZAPBACK, didn't ya!
8. I really found my meanings in the Guinea Pig's letter (a relative of me!) and I wanna say thanx.
9. Please no drawing comps – we space chickens have a physical drawback!
10. My 3 fave personages in gamesmaking: 1) Sensible Software (Chris and John, not Marty . . . oh sorry!). 'av you got their fanclub address? 2) Stavvy Fasoulas; 3) Martin Walker

Bubblers: Geoff Crammond and Andrew Braybrook and also my mates, Geoffrey Q Wallrosetitty, and Manfred dooblex Flypaper!

11. I agree with Maff that Music is important (MII) but his faves, who or what is it? I love Pogues, U2, Dumdum Boys and the Barry Leitch-rendition of the Chicken Song!
12. Could you please contact me, Banana? ZZAP has got my address!
13. Bye!

Space Chicken, Trondheim, Norway

Well, my little chickadee, what a lot of questions! Here are the answers.

1. Er . . . we will keep the rise ('ere, no, missus an all that an' everyfin') if you keep your flies . . . up
2. Do you really think TGM are zany?!? Oh well . . . How's this for zany: Derek.
3. Yes, we will. Are they now? Wooooooh!
4. The game or the film? I liked the film but not the game, myself.
5. Gary Liddon wouldn't fit through the door – even though we've widened it to accommodate Gordon. No, but seriously folks!!!! We are thinking of doing sometime in the distant future a potted feature – something like Where are they now? on the old reviewers, editors, dogsbodies and that . . . Maybe . . .
6. We shall see – but space is limited, you know, as any non-pan-dimensional lifeform will tell you.
7. Flying fish eat horse-hair pies  
Bacon rolls and then it dies
8. So, say 'thanx' then.
9. Sorry, Mr Chicken – drawing comps are here to stay – just look at Ken D Fish's Results Page! (whaddya mean, who's Ken the Fish? Turn to page 176 or 191 and find out!)
10. Er . . . er . . . OK, then, we'll pass on the message through this mega organ of ours.
11. Dr Evans says, rub on more raw fish and you may be cured – however, it didn't work for him.
12. He can't because we haven't.
13. Byeeeeeeee!

LM

## DO ZZAP! GET BRIBED TO GIVE GOOD REVIEWS?

Dear Lloyd

I'd like to bring up a few points. Firstly, ZZAP! has biased reviewers. All games like *Last Ninja II*, *Impossible Mission II* and *Hunters Moon* got good reviews: companies like US Gold, System 3, and Thalamus probably pay you to give their games a good review. US Gold are the least guilty, because some of their games get a bad review – ie. *Dream Warrior* 49%, *Breakthru* 19%, *Xevious*, *Tag Team Wrestling* 25%. Now for a prediction: *Armalyte* will get 92% or 93%, just you wait and see.

Point two, why has everyone started writing in with facts about bananas? Frankly, I think hardly anyone gives a toss. Here is my final question. Please, please, please could you print the solution to the elderly game, *Finders Keepers*. I play it occasionally when I'm bored, but I can't get the hairy dog or get past the cat. Please can you

help.

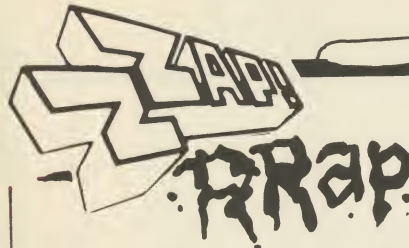
P Ratje, Newport, Isle of Wight  
PO30 1QQ

Don't you think that if we really reviewed games according to the sort of criteria you've mentioned somebody would have found us out by now? Hunter's Moon and *Impossible Mission II* got good reviews because they were damn good games. *Dream Warrior* and *Tag Team Wrestling* didn't because they weren't. Are you going to suggest that *Image Works* paid us to give *Bombuzal* a Gold Medal? or *Palace* for *Barbarian 2*? If reviewers really did get paid every time they gave a good mark, I'd stop being Lloyd Mangram and turn into Paul Glancey. His clothes wouldn't fit but I'd be a lot better off.

Oh – and by the way, you're wrong about *Armalyte*. It got 97%.

LM  
PS Bananas! Wink, wink, know warra mean guv?





# THE MOST BORING LETTER WE'VE EVER RECEIVED

Or is it the most *interesting* . . . ?  
and do we care either way?

Dear Lloyd  
After reading all those letters every month and seeing that crap software each time, I decided to write. I've got a lot to tell.

## CONVERSIONS

People often say that these are too little original games. But why should programmers and software houses put so much time and sweat in creating original games?

Is there a possibility of making programs without similarities from any other existing game nowadays?

I think, these days, (almost) everyone wants to have an arcade game on his own computer. The sad thing is that it usually turns out to be a great disappointment (look at most games of US Gold and Activision).

This has everything to do with the programmers and not, as they would say, the limited memory of the 64. The last thing I want to ask about this is why *Super Hang On* isn't released yet in the UK. Here in Holland it's already half a year on sale. The only reason I can think of, why you don't have it yet, is that it's a horrible bad game.

## CLONES

I'm glad that these versions are around, because it happens too often that great games are being converted too badly. When a clone is better, you have the feeling you ain't missing anything. I think that software houses must take a lesson out of this and put more effort in their conversions and not threaten with lawsuits. This only proves (a little) they're afraid that a clone might be better. Sometimes I think that software houses don't care anything for their customers, only to bring in money with another popular, but lousy and rushed conversion.

## GRAPHICS

Why do software houses seldom use graphics like those in *Target Renegade* and other quality graphics like Bob Stevenson's and Dokk's. It makes a game a whole lot attractive and it's a little more work.

## MULTILOADS

However big an arcade game ever might be, it's always possible to make an at least reasonable conversion, if you use multiloads. Who cares if a program needs 100 loads and 5 disks? But then you have to wait too long 'they' probably say, Well, why don't they use speedloaders like the *Games* series from Epyx?

## TAPES AND DISKS

I want to know why, in heaven's name, are games on disk more expensive than tapes? A good quality disk costs as much as a computer tape.

The price of disk games is the cause, why do you think there are so many more tape users? Even if people have a drive (they usually own a datacoder too) they buy games on tape because it's much cheaper. All the people I know owning a 64 (130) do have a disk drive. The reason why some people don't buy a drive is just because the games on disk are so expensive. So why not make the disks as 'cheap' as the tapes? You'll see there'll be more disk games sold.

## TIPS AND POKES

Sorry to say, but I hate your tips pages. They're always for tape users. Everybody nowadays knows how to reset his computer, so why not just 'reset your computer poke xxxx,xx for inf. lives and SYS xxxx to restart' so tape and disk users are both happy. Think about it when you put your tips in your Christmas issue. I also want to say some of your maps are totally useless. Like the map of *Rastan* and *Flying Shark*, you only have one possible way to proceed. Maps like *Barbarian II* and *Vindicator* are useful.

## REVIEWS

I'm not going to say how great your reviews are but something totally different. Every month I read 3 mags (ZZAP!, CU and C&VG).

By reading 3 reviews for 1 game, I see which aspects you don't see and other mags do (and vice versa). For example, take the reviews for *Dark Side* and *Hawkeye*

ZZAP!: *Hawkeye* 96%  
*Dark Side* 90%  
C&VG: *Hawkeye* 4  
CU: *Dark Side* 6  
Why such a big difference?

I sometimes find you a little pathetic in your reviews. When a game is good but the sound isn't, you give it a high rate with the poor excuse that it's atmosphere. OK, some music is atmosphere but most ain't.

## LAST CHAPTER

Why haven't there been no good racing games these last few years? Does it back off programmers to make smooth 3D arcade-like scrolling and use large graphics? There are large graphics in *Space Harrier* and I believe most programmers are qualified to make smooth scrolling. So what's the problem? (answer: bad programmers).

I hope Ocean/Imagine will license *Wec Le Mans*, and let Dave Collier do the job, because he's the only programmer whose programs are all good. For the graphics I would take Bob Stevenson.

Another thing about Ocean. I think they're one of the best software houses but when I saw a preview of *Operation Wolf*, I choked. The graphics are ugly and chunky and I hope will be changed for the finished version.

One last thing. Since Rob Hubbard left we've never heard from him again. I thought he was working for EA? Can you tell me more?

Well this is it. It wouldn't be a bad idea to put some points of me to some software houses, don't you think?  
**Leo Landmeter Holland.**

1) Zzzzzzzzz . . . oh, you've finished. Well, Leo, now you've got all that off your chest, how about getting us all a bacon sandwich. Ta.

2) Right! I'm back from the toilet. Has the bullshit machine been working properly. Yes? OK, carry on.

But seriously folks (cue jingle), there are one or two points here which other people can pick up on. First, the bits we can answer:

Your comparison of the two reviews of games between ourselves and rival magazines was unfair, in that it omitted comparison with CU, who awarded *Hawkeye* 8 out of 10, and TGM, who gave it 80%. Besides, this is something of an irrelevant point, since reviews are very much a subjective process - what we think deserved a Gold Medal didn't appeal to other mags as much: this is simply opinion. The best way to judge our reviews, as we've always said in ZZAP!, is to look at the comments more than the marks awarded - and if possible, try out the game yourself before you buy.

You'll be pleased to know that Ocean are planning to convert *Wec Le Mans* - in fact, it's going to be on next month's cover cassette! How's that for a coincidence! Your judgement of *Operation Wolf* is a bit unjust, since a preview version is just that - it's far from finished.

As far as listings go, we do try to print reset POKES as much as possible - but we can only print what people send in; besides, there are more than enough people out there who don't know how to reset the computer, or don't have a reset cartridge/switch.

Rob Hubbard: the last word we heard was that he was still working for EA in the USA.

The rest is open to discussion, readers!

LM



## A VIZ FAN WRITES II

Dear Lloyd,  
I saw this game in my local computer shop. It was called *Big and Bouncy* and it looked quite good, so I went in and bought it. When I got home I tried to load it but it wouldn't fit in my tape deck. I called my mum up to see if she could get it to fit. When I showed her she called me a pervert and whacked me round the back of my head.  
I couldn't believe it until I realised that it was a porno mag!  
**Stewart Campion, Stevenage, Herts.**

P.S. If you send me all of the games that you have received over the past 3 months I will send PG my copy of *Big and Bouncy*.

*When we first got our Amiga, Maff accidentally tried to put Paul into the disk drive. It was only through the intervention of Gordo who noticed that his trousers were the wrong colour - brown - that we managed to save the drive. Phew!*

*Luckily we all saw the funny side.*  
**LM**

## DOUBLE DUTCH

Dear Lloyd,  
Having bought ZZAP! for a solid 3 months now (for all the savings on the software), I feel it necessary for the well-being of the general public that I point out some of the great faults of your computer associated publication.

First of all, the price of the magazine is far too high. I have calculated the cost of salary, paper, press, and other expenditures, and come to the conclusion that by giving Gordon Houghton the sack (he does too little work for the amount of food he eats!), a new price of £1.18 can be reached (a saving of 7 pence). Secondly, why do you publish all those reviews? If you stop reviewing those games, you could sack the reviewers, and then you could have greater savings on the mail order software.

Third, why are the Rrap pages in black and white? are you trying to cheat us? Don't you think I haven't noticed your cheap ways of saving money!? - the overall price should go down by at least 3 pence.

Also, I would like to declare all expenses that I have made to improve your magazine. So that's 10 pence for the paper, £3.45 for the time I've put into it, 50 pence for the deterioration of my ink-ribbon, and 35 pence for the stamp.

And now for something completely different...

Recently, I was reading the centre pages of your magazine, when I hurt my finger on a bent staple. I had to make expenses on treating the wound, and I couldn't go to work for a week because I am a secretary which means I use my fingers to type. I would like to call on the two witnesses to tell you that what I'm saying is true! Eugene, come here and tell Mr Mangram that it's true...

- Er... Yeah, it's true.

Walter, tell Mr Mangram it's true...

- Yeah it's true, also I'd like to do greets to Dave, and...

Yes, enough - so you see it's true and therefore I would like to claim £300 wages, £1.25 for plasters and £150 for emotional damages. I shall expect to see the amount of £451.25 by next month or I will call on my lawyer.

Well, that about wraps it up. Good luck with the changes that you are going to make as a result of my letter.

**Arthur Stingebottom (P. Vaankappen, Holland)**

Thanks for your letter, Mr Stingebottom. Unfortunately we have lost your full name and address and are therefore unable to refund you. I can only suggest that you wear an anti-radiation suit when opening future copies of ZZAP! They're very practical and can be made to look pretty if you jazz them up with an accessory or two. All you need is an eye for style and a little imagination. Let me know how you get on.

**LM**



Dear Lloyd (s Bank),

will everybody just bee quiet! I am sick and tired of people moaning about other people and things. If some dude likes nipples etc. in mags then what the fuck has it got to do with others! Their parents are probably the kind who think "Oh, a thigh, how disgusting." And will probably cut out all Barbarian II ads. cut of Zap before their kids read it. Not to mention Vixen and Psycho Pigs uxs. I personally like the ad. of The hand that Time Forgets, of course its nothing to do with the see-thru blouse the woman is wearing! (By the way, if anybody complains about this letter i'll kick their heads in!) To another point, why not have Arcade Top Scores, especially for Super Sprints, Pygor and Out Run which I happen to be ace at. I also know what the initials stand for on their T-shirts!

M.E. - Mongrel Excrement.

P.G. - Pug-Faced Gib.

G.H. - Geek Head.

How long has Geek Head been doubling as Yoda? Also, tell Mongs Excrement to get a bigger hat to cover his face at all times.

Now, for just one last listen to that great Brother Beyond song "The Harder I Try."

Bye!!!

Pygor Ace

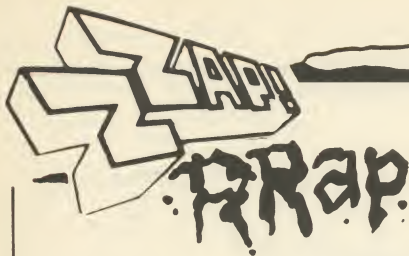
Alias :- Out Runner '88

Alias :- Super Sprinter.

Well, anonymous coin-op addict, we've decided to award you the prestigious Pilchard Of The Month award - that was some really disgusting notepaper you used. Meanwhile, keep taking the tablets, pumping up the bitter and polishing those bottle bottom glasses. One day, all people will be made like you - but until then, travel away from me in swift, sharp, short jerking movements.

**LM**





## A PILE OF ... ER ... BANANAS

Dear Lloyd,  
I have written to compliment you on an excellent mag. I'm glad Thingy and Rockford were voted back. The thing I found on the cover last month was only fit for the bin. I hope next month's is better, 'cos that was a pile of S\*\*T.

I hope it's a better tape next month.

**Shane Treacy Co. Cork Ireland.**

PS Bananas *do* live in trees.

Our humble and grovelling explanation about that cassette appeared in *The Word* last month, for anyone who missed it – hopefully, you'll have been a little more pleased with the playable demos of Cybernoid 2 and Hawkeye, and indeed this month's cassette. We're glad you're glad that Thingy and



Rockford were voted back, and we're glad about it ourselves, too. Festive gladness all round, in fact. I almost feel like breaking into a Christmas song – but before I do, I'd like to say categorically that bananas **DO NOT** live in trees: they are hand-picked from the rich earth of sub-tropical continents by highly revered left-handed pixies.

LM

## THE ZZAP! TEST: ARE YOU TOTALLY OUT OF TOUCH WITH REALITY?

Dear Lloyd  
In the last few months in various 64 magazines, I've noticed piracy has been getting a lot of stick, and in nearly every letter people have said if piracy were to stop, the prices of games would go down. Who says it will go down? How do you know when piracy stops, most pirates won't sell their copies? Most just swap, but if they stopped copying games and bought games how would they know, apart from the old bank balance getting bigger? The reason most people copy games is because of the rubbish which is being released, and a lot of it is RUB-

BISH. When a game is released we don't know whether it's a good or not. Even if the game is brill, ie. *Giana Sisters*, I didn't have to fork out 10 quid for it, 'cos someone sent it to me for the price of a 1st Class stamp. Anyway, piracy will never stop, that's a fact. Anybody that disagrees are totally out of touch with reality.

**P I Rate 'TSD' (my crew), London**

*Well, Mr Rate, if I could come down from my purple cloud on the planet Bumbly Fruzz-gob, I'd reply.*

LM

### RAVIN' MAD

Dear Lloyd,  
I, or rather a friend of mine, oh but I may as well be honest and say straight out that it is me ... but I could have a friend like it, but no it is me. Suffer from indecision? Probably.

I have lost two or three or maybe even five paper rounds in the past day or days. Please tell me what to do about it. No, no don't.

**John Smith or Bobby Robson, Peterborough.**

PS. The two names above are purely fictional and in no way THE Bobby Robson or THE John Smith.

*Tell your friend to go to your nearest newsagent and say decisively in a very loud voice Mine's a Guinness. On second thoughts ... no, no don't.*

*Well, you could try it, I suppose ...*

LM



## LOOKALIKE

Dear Lloyd,  
Has anyone noticed the striking resemblance between Gordon Houghton, ZZAP!'s primate editor, and the orang-utan (*genus: Pongo pygmaeus*) commonly found in the tropical rain forests of Malaysia and Indonesia?  
**P Glancey, Ludlow, Shrops.**

## A NICE LETTER

Dear Lloyd,  
I'm just writing to say how wonderful ZZAP! is, (not that I need to tell you).

I have only just brought a Commodore 64, so I've never really looked at computer magazines, but I decided to compare a couple: your ZZAP! and THE GAMES MACHINE. Although THE GAMES MACHINE is not strictly for the Commodore 64 it did not in my opinion, it did not (I say again) compare with ZZAP!

ZZAP! has everything from hints, tips (PG's), to news and reviews.

There's only one problem, one thing wrong with ZZAP! and that is it comes out monthly and not weekly, but never mind it's brill ... well done, chaps!

**Ian Baker, Bognor Regis, PO22 8LW**

*Well done, Ian. Gordon says he'll slip you that fiver later on.*

LM

## SOFT PRICES

Dear Lloyd,  
It is self-evident that many Amiga owners will be forced to don eye-patches and wooden legs in the aim of a cost, and risk-free collection. The manufacturers can only blame themselves – no doubt, however, they will not.

Surely the answer to this problem is to reduce the cost of Amiga games to the customary 64 level of £9.95. Then Amiga owners would assuredly buy original software en masse. After all, it would be a most arduous task to find an Amiga game to match the best of its 8-bit predecessor – so why should we pay more?

One other solution to this imbroglio is of course to provide a competent reviewing service, and, undeniably, Amiga magazines do exist. Most, however, deal largely with topics extraneous to a games player, and none provide the quality of a ZZAP! review, in its elimination of bias with multiple reviewers, comprehensive marking, clear separation of description and opinion, etc. Looking through my first copy in a year, however, ZZAP!'s old attempts at a 16-bit review were worse than most; no

marks or price quote, and a comment amounting to more than a few lines per game. The Amiga is, after all, doomed to replace the 64 and many ZZAP! readers, such as myself, have bought this machine and are in need of an excellent games service. Why not then, as a magazine that reviews *Commodore Software* (quoting from every ZZAP! front cover) provide such a service for our fraternity?

**William J Church, Sheringham, Norfolk**

*Again, unless you're one of those incredibly discerning people who always read the Rrap before anything else in the magazine, you'll probably have noticed that this month marks the beginning of regular, in-depth Amiga reviews with all the extras that you mentioned. Of course, nobody here (myself excluded) is absolutely perfect, so all comments, criticisms and passionately unbridled praise are welcome (especially the latter). However, I think it's a little naive to assume that if Amiga software prices are reduced the pirating of those games will also cease.*

LM





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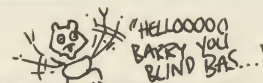
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# THE ONLY PERSON WHO DOESN'T KNOW WHERE ROCKFORD AND THINGY ARE

LM

Aaaargh! Nobody knows what happened to I M A Liar's dog. Maybe somebody out there does . . . Er . . . that was a hint.  
**LM**



# THE CLEANING CARTOONIST

*Well, we thought it was too good to throw away too. Well, OK, we didn't think it was too good to throw away – but we'll put it in anyway. If anybody else has any good cartoons for the Frap pages about anything at all (but particularly about computer topics), send them in – there's a £20 software voucher for the best one! (Cor, aren't we ever so generous?) Anyway, Robin Ashdown, from West Wickham in Kent, come on down . . . I mean, here it is . . .*

LM



# ROMANCE

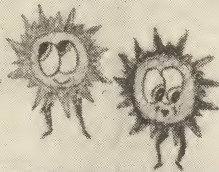
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MR. LETTERBOX



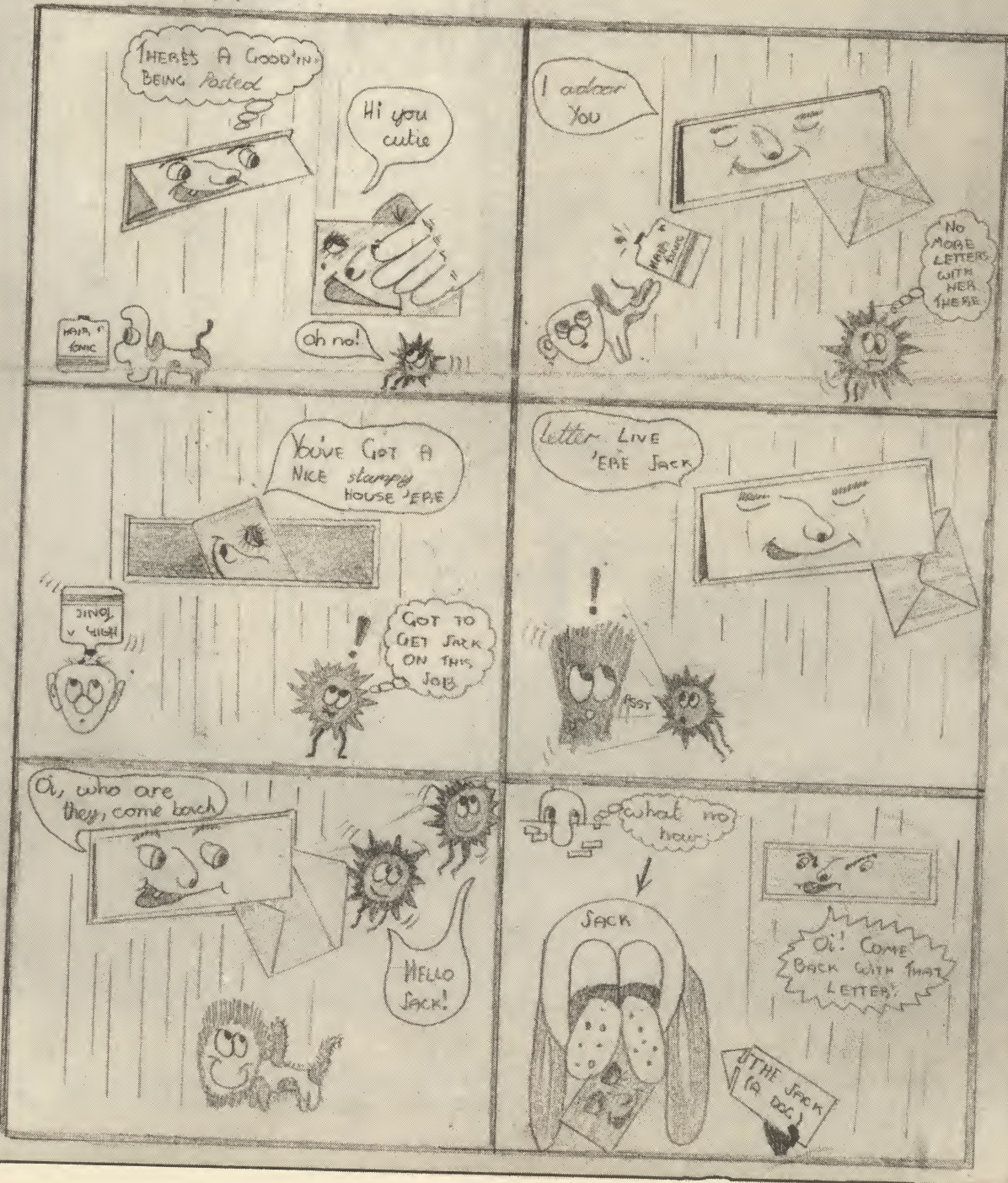
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THE FLEAS  
(JACK'S FRIENDS)



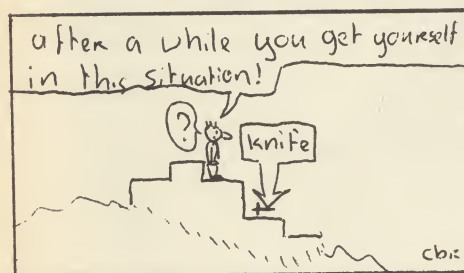
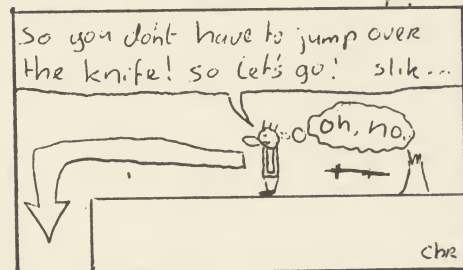
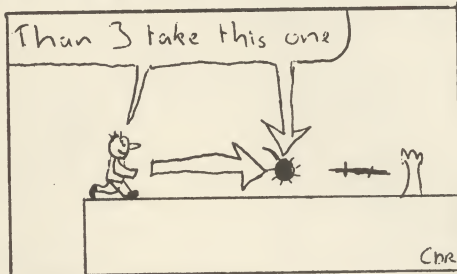
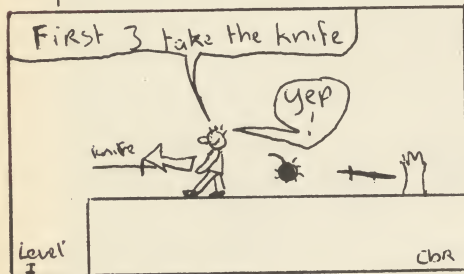
JACK



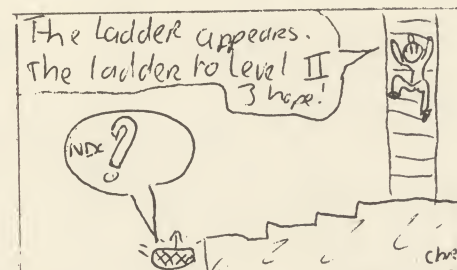
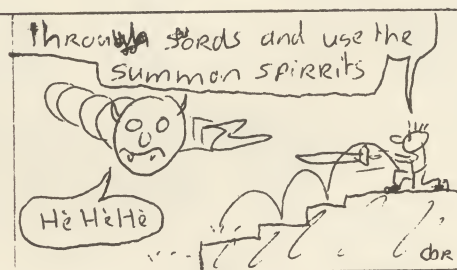
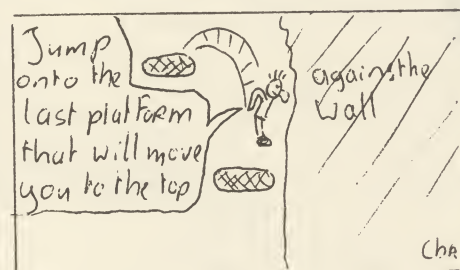
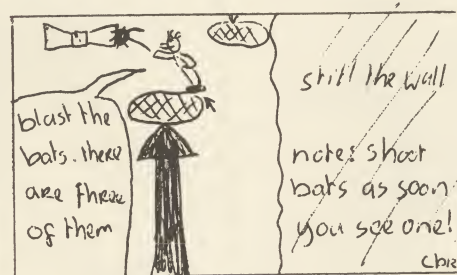
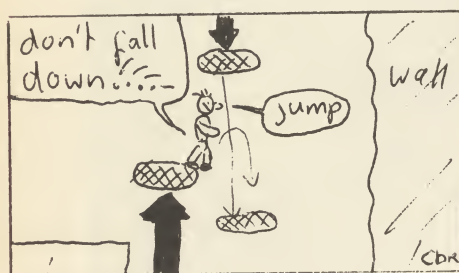
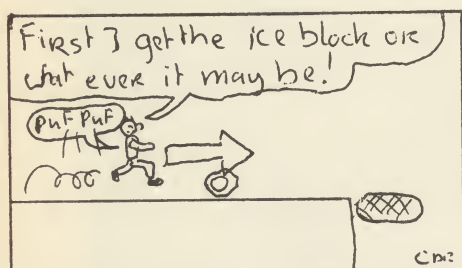


# ZZAP! TRAP

## BEYOND THE ICE PALACE TIPS BY A STRANGE DUTCH COBRA?



Now you will move further in the ice palace and the difficult part is the moving lift-platforms: Cobra shows you how to move to Level II



The end of the comic style Tips! Yep, This comic was made by: Cobra From NDC. Thanks to: TMM (apl-member) Jase (ndc-member)

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## Christmas List

Rebelstar II  
~~Mountain Bike~~ SPECTRUM • C64

Skateboard Joust  
Video Classics SPECTRUM • C64 • AMSTRAD  
Snooper Table ATARI • C16 • BBC

Night Gunner SPECTRUM • AMSTRAD  
~~P.A.~~

Peter Pack Rat

~~Video~~  
Cauldron II  
International Speedway C64

Motocross Mania SPECTRUM • C64 • AMSTRAD • MSX

Billboard

G.D. Player



# What's on your list this Christmas?



Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.  
Silverbird and Silverbird Logo, registration applied for.

All available on Spectrum Commodore 64  
and Amstrad unless otherwise stated.





"THE REAL MAFIA"

## KNOWLEDGE SO DANGEROUS, IT COULD PRECIPITATE THE END OF LIFE AS WE KNOW IT

Dear Lloyd  
I am writing to say that when a software house advertise a new game, they advertise it with Commodore Amiga and Atari ST

screen shots. Why do they do this? If you're a thick s\*\*t like me, you get very confused.  
So please ask them to use Commodore 64 screen shots.  
**Tim Johnson, Lincolnshire LN12 2AD**

OK. Calling all software houses: use Commodore 64 screen shots. Tim is a thick s\*\*t and doesn't understand. Gordo is like mindedly stupid (too much fat on the brain) and would also request 64 screenshots in ads. How's that? I expect they'll ignore us - they always do (mumble mumble)  
**LM**

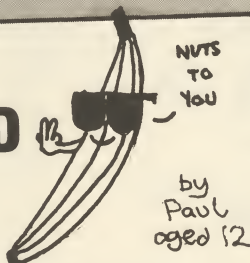
## BANANAS ARE TOTALLY STUPID

Dear Lloyd  
In ZZAP! Rrap the section on bananas, Issue 42, was totally stupid and had nothing to do with games, computers or ZZAP!  
I feel the Rrap section should be about either constructive criticism or something to do with the computer world. This is my first ever letter to ZZAP! I hope you will print it, take the criticism and note my ideas.  
**Barry Latcham, Crook, County Durham**

Actually, computers have an awful lot in common with bananas. Neither bananas or microchips contain any fat at all - if you ate a computer you'd be taking in at least 100 calories (just like a banana) and if you put a computer on the floor you could easily slip on it. Com-

puters look rather nice when arranged in fruit bowls, and are yellow (if you paint them); the important bit of a computer is on the inside - just like a banana; and you could probably skin a banana with a screwdriver. Ah, I feel a song coming on:

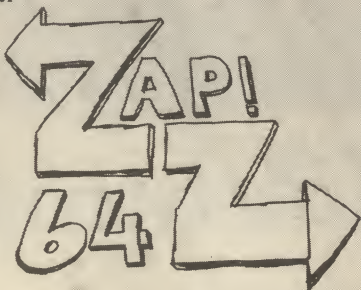
Deo, mise deo . . .  
Daylight cum and me wan go whoam;  
Mise de, mise de, mise de . . .  
(we have to interrupt this transmission of Housewives' Choice. Unfortunately, our solo singer, Mr Lloyd Mangram, is rolling around on the floor with a chicken leg up his nose telling jokes about fish.)  
**LM**



## A RATHER DIFFERENT ZZAP! LOGO

Dear Lloyd,  
I was doodling during a boring Irish class, and came up with this rather different ZZAP! logo.  
What do you think?  
**David Randall, Dublin 18**

Think? Me? Never. Pass us another mince pie, Maff (hic!) . . . I'd better hand over to Gordo before I fall over . . . (Gordo - it's nice, Dave, real nice.)  
**LM**



## MATTHEW EVANS COULDN'T HAVE COME FROM FLINT

Dear Lloyd,  
Matthew Evans couldn't have come from Flint, because I haven't seen him and I've lived here most of my life, so there.  
**Carl Higham, Flint, Clwyd**

Don't worry Carl. I've called your mother and an ambulance is on its way.  
**LM**

## JUICY PARTS

Dear Lloyd,  
This is the juicy part.

That idiot called G Davidson from Wolverhampton deserves a serious spanking. If people aren't allowed to complain in ZZAP!, then you can scratch that part of the mag and there will be no telling where it'll end.  
**T O R, Antwerp**

Amazing! I was saying exactly the same thing to my good friend, Barbara, just the other day. She went bright red and shouted out:

'How dare you call me juicy! Just you say that again!'  
Well, OK. We think he deserves a serious spanking, too.  
**LM**

Woo! Well, that's the end of another Christmas special - at least as far as I'm concerned. Of course I'm the only person in the office that has finished - everyone else is still slogging hard over the last of the features, tips and reviews. Baiting reviewers is a really interesting sport. All you have to do is wave great big bags of doughnuts under their noses and sing 'Jingle Bells' in a very loud voice down their ears. You get brilliant special effects. Every time Gordon moves, the light bulbs begin to flicker, the floor begins to shake and everyone else dives for cover - just like fireworks. Well, I'm off to all those Christmas parties - I can just see those huge branches of mistletoe, the silly hats, the punch, the crackers, the congas . . . just hope I don't make a fool of myself, like last year with that bottle of QC at the ZZAP! . . .

Er . . . on second thoughts, never mind. Anyway, the new year is a time for new beginnings, refreshing . . . er . . . refreshments and lots of inspired thought. Send every single one of them to: **LLOYD MANGRAM, ZZAP! RRAP, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. OK?**



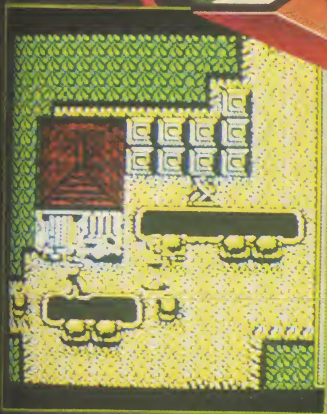
# ARCADE ACTION

From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep

into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim... Guerrilla War is the means!



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180 SNK ELECTRONICS CORP.

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## XMAS RE-RELEASE ROUND-UP

*Jingle bells, jingle bells, tra la la la la . . . Oh, hello readers, Uncle Gordon here. If you're like me, and need 60 square meals a day over the festive season, why not buy some of these old games. Goodness knows, they're cheap enough and some of them are even quite good. Here's Uncle Paully to tell you all about them. Hello Uncle Paully.*

### GHOSTS 'N' GOBLINS

Encore, £2.99

**C**hris Butler at his best! A fabulous conversion of the spooky Capcom coin-op platform/shoot 'em up in which a heroic knight legs it across Zombie country, through ghost-infested forests, around ice caverns and over pits of flame to save his sweetheart princess. Extra weapons of differing properties are available to add some variety the blasting fun.

Butler's sprites and backdrops are pretty classy and very reminiscent of the arcade game. Mark Cooksey supplied the suitably spooky 'WooOOO' soundtracks which helps the atmosphere along. However, it is the gameplay which really makes this a winner, being both really frustrating yet incredibly addictive. A real steal at the price!

**OVERALL 94%**



### WIZARD'S LAIR

Bubble Bus, £1.99

**O**oh, cripes, dunno why they wanted to re-release this. Maybe it's because it was awarded a Sizzler in issue 7 of ZZAPI, but I mean, that's three years ago for Ron's sake! The game itself is very much like Ultimate's old maze games, in that play consists of wandering from one room to another in a vast maze. You can hurl axes at itinerant nasties, but they appear in such abundance and there is

often so little space on the screen to manoeuvre that they are almost impossible to hit before they hit you.

The object of the game is to find all the pieces of a golden lion totem, but with gameplay so uninteresting, graphics so weak and sound so ghastly you'll be lucky to find the first segment before you're forced to switch off.

**OVERALL 38%**

### CAULDRON

Silverbird, £1.99

**P**alace's second ever game takes the form of a horizontally-scrolling shoot 'em up with a bit of platform action. Climb on your broomstick and direct your friendly neighbourhood witch around the scrolling landscape, blasting the minions of the evil Pumpking with magic spells. Coloured keys are scattered throughout the landscape which open the entrances to underground chambers full of

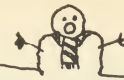
platforms and bouncing beasts.

At the far end of the chambers there are the essential ingredients of the spell which will make the Pumpking pack up his vegetable protection racket and move elsewhere. Graphically, sonically and gameplaywise, this is an excellent blend of the two game types, but I would gripe that it's a bit too hard. Well worth £1.99, though.

**OVERALL 81%**







## DYNAMITE DAN

Silverbird, £1.99

A platform game in the Mills and Boon vein in which the Dan of the title has to rescue his beloved from the clutches of a mad professor. The girl of Dan's dreams has been locked in a safe (it's a big safe) in the dastard's mansion and you have to hunt around its vast number of rooms for dynamite (hence the title) to blast her free.

Of course the prof, being a certified noodle, has done away

with the mansion's floors and staircases, and has installed a system of platforms and cat-walks patrolled by outlandish monstrosities. Should Dan hit one of the prof's peons he loses energy which can only be replaced by collecting the food which is lying around. All in all it's not a bad little game, though graphics and sound are a bit dated now. Platforming fans should lap it up.

**OVERALL 79%**

## CAULDRON II

Silverbird, £1.99

Place's sequel to their other bewitching game concentrates on platform action. After having taken the Pumpking's crown, and building a castle for herself, power has gone to the witch's head and she's turned all nasty-like. As a reformed pumpkin it's up to you to bounce your way around the platform-packed castle and hunt out the five ingredients of a spell which will

banish the witch to an alternative shopping mall.

As before, the game's graphics and sound are very good indeed but play is hampered by a very tricky bouncy control method, which makes accurate jumping up stairs or around ghosts nigh on impossible. If you can tolerate the frustration this isn't bad for the money.

**OVERALL 72%**



## THE SACRED ARMOUR OF ANTIRIAD

Silverbird, £1.99

As top student at the school for warriors, Tal has been chosen to free his race from the alien tyrants who drove them underground many years ago. It's up to him to enter the mountain stronghold and pick up the pieces of an old armoured radiation suit, which will give him protection and the essential powers of flight which will help him in his quest. Also on Tal's shopping list is an

explosive charge which would further his cause no end if he can plant it in the alien reactor room.

The game is played as a flick-screen platform game and very good it is too (though a little bit hard). Sound is up to the usual Palace standard, but the graphics are quite superb, having been drawn by a professional comic artist. Buy it!

**OVERALL 91%**



## FIGHTER PILOT

Silverbird, £1.99

Originally a top-selling Spectrum flight-sim by Digital Integration, this was converted to the Commodore three years ago to some critical acclaim. The fighter which you have to pilot is an F-15 Eagle, and as you would expect, part of the game is flying into battle and destroying enemy bombers which are making large holes in your five airbases.

Options to change turbulence levels, visibility, game type and

skill level make this a good simulation, but good simulations aren't usually very action-packed. The combat is hardly exciting, requiring you to spend ages sneaking up behind your foe and then riddling his bum with bullets. If he gets away first time, you're not likely to see him again before the end of the game. As I said, it's a good simulation, and as such is one for simulation buffs only.

**OVERALL 60%**



## POWERPLAY

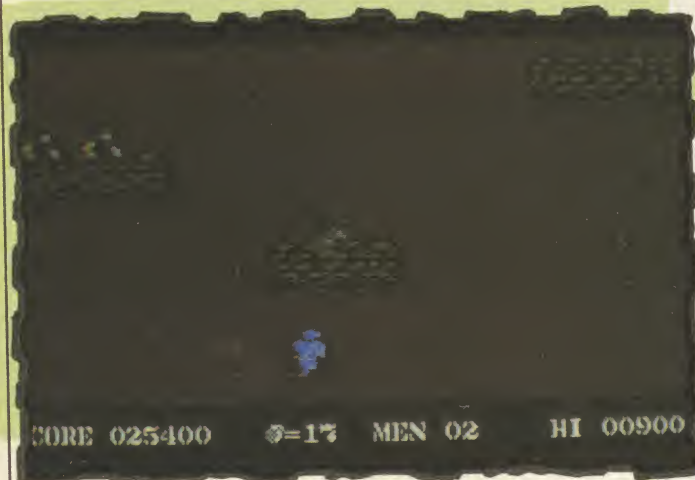
Players, £1.99

A trivia quiz game with a difference. Up to four people play, each having a team of four characters from Greek mythology, and answer multiple choice trivia questions. As you accumulate correct answers, you can 'mutate' your characters into more powerful ones and attempt to destroy your opponents' characters by moving up to them and 'challenging'.

The first of the two to answer a single question wins the challenge

and the loser's character is taken down a level. Losing too many challenges results in that character being removed from the board and when all your characters are gone, you're out of the game. This is one of the best games of its type around, and coming as it does with several question files and a question file compiler, it must be one of the best value for money.

**OVERALL 92%**



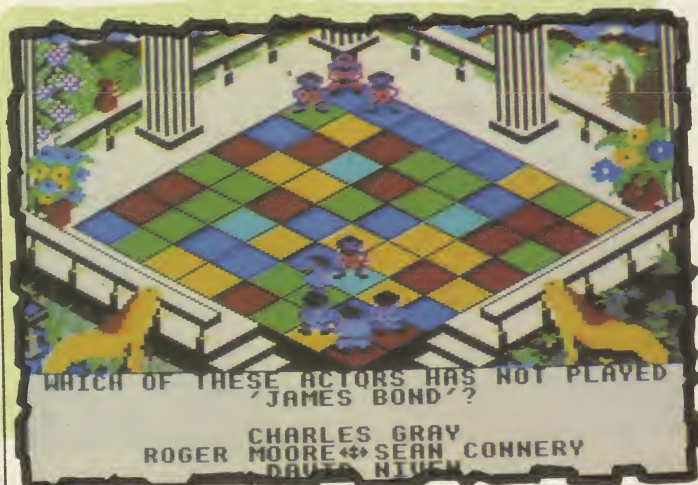
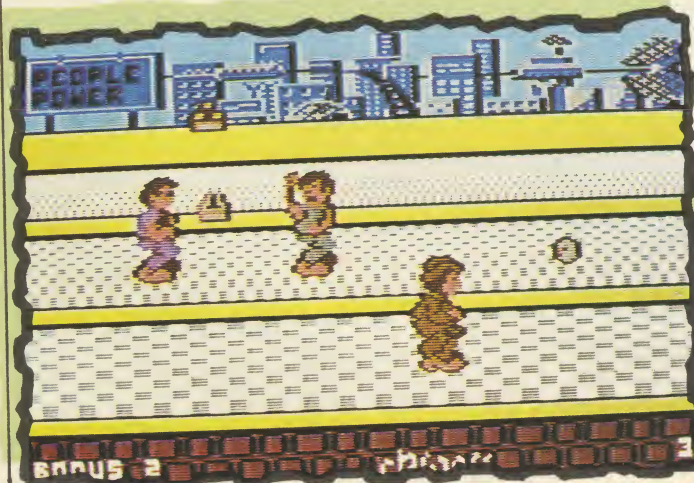
## SHOCKWAY RIDER

Rack-it, £2.99

The future is a paranoid place where violence is rife. At least you don't need to move your legs when you're outside though, because the Council have just laid a system of moving pavements which convey citizens through town quickly and easily. However, the pavements are favourite haunts of muggers and other vagabonds so anyone who rides them has to be prepared for a fight.

Your objective in the game is to complete a circuit of various city districts, beating off the attentions of said miscreants with your fists and any debris you can pick up, such as bricks and spheres. As you might have gathered, it's a bit weird, but such an unusual form of digital violence makes for quite an entertaining game. Worth a look.

**OVERALL 75%**



## COMMANDO

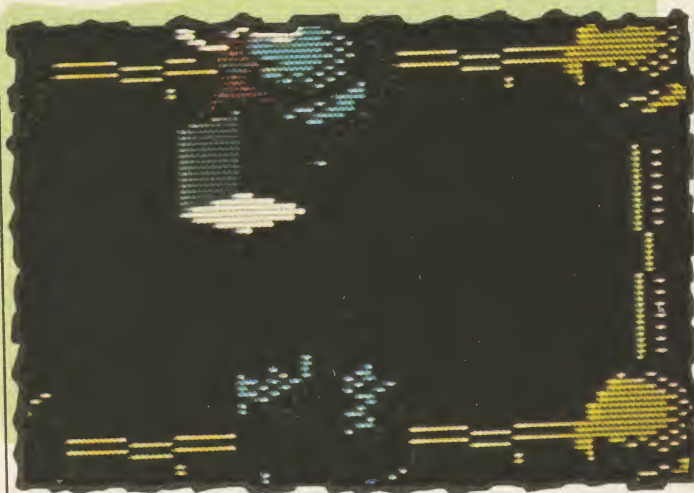
Encore, £2.99

Chris Butler was given the job of converting the Capcom arcade hit, but the resulting game certainly isn't one of his best. March your grunt up the screen, taking out enemy infantrymen, machine gun nests and transports using your machine gun and a bag of grenades. At the end of each level is an enemy base which opens its gates as you approach and spills hostile soldiers all over

the battlefield.

As a shoot 'em up, *Commando* is OK, but as a conversion of the arcade game it lacks a certain something... five levels of the original actually. The sprites flicker appallingly when there's a lot going on on-screen and even the music has to slow down. Three quid is probably just enough to pay for this.

**OVERALL 49%**



## LIGHT FORCE

Rack-it, £2.99

This is a pretty straight space shoot 'em up, replete with the standard Aliens Invading Terran Colonies scenario. Even so, it's got the essential shoot 'em up ingredients - pace, good graphics, a thumping soundtrack (written by none other than Rob Hubbard), and loads and loads of aliens to blast.

The only problem with the game is that there isn't an awful lot of scenery and after you've got through it once, there's not a lot of incentive to come back to it. Another example of 'Not Brilliant, But At The Price...' See what I mean?

**OVERALL 78%**





## COMBAT LYNX

Encore, £1.99

**A**nother flight simulation, this time taking the Westland Lynx helicopter as its subject. After choosing a load of weapons to kit your Lynx out with you're launched into hilly enemy territory which is swarming with troops, and packed with gun and missile emplacements and enemy bases. This a bit of a strange simulation, because although it offers the standard 3D view of your surroundings, you watch the

action from behind a helicopter sprite.

Also, instead of giving a constant view straight ahead of the Lynx, the program allows you to turn through ninety degrees before the view suddenly flips round. Quite why the programmers did things this way eludes me. It certainly doesn't add much to the slow and unexciting action. Not really recommended.

**OVERALL 48%**

## LEADERBOARD

KIXX, £2.99

**G**olf, you might think, 'What could be more boring than golf?' Ahaaaa...! Ahahahaaaa!! You obviously haven't played any of Access' brilliant *Leaderboard* series. This is the original game which gives you four, eighteen-hole courses to play on, with up to three other players all playing at one of three skill levels.

The golfing action is portrayed in glorious 3D-o-vision and

accurate driving, putting and pitching is all down to club selection, power of swing and strength of hook or fade. Power and shot type are set by hitting the fire button at judicious moments to halt moving force gauges. If you haven't got any of the series already, then why not? This is a perfect opportunity to get your hands on a classic sports simulation.

**OVERALL 90%**



## WAY OF THE TIGER

KIXX, £2.99

**W**ho would train to be a Ninja, eh? The Man in Black in this game has to master three forms of combat to attain his destiny. In the first part of his training he has to enter the desert and use 16 unarmed combat moves to keep away enemies of supernatural strength. In the next part, our hero has to step onto a slippery pole and protect a magic lake with his Ninja staff – just like some kind of

'It's a Knockout' game (only without Stuart Hall).

Finally, it's time to enter the local temple for the all-comers Samurai chop 'em up – sword-fighting, you know? The beat 'em up action isn't too bad, but the game is marred by very rosey sprites and a really awful multiloop and isn't really worthy of consideration.

**OVERALL 43%**



## AIRWOLF

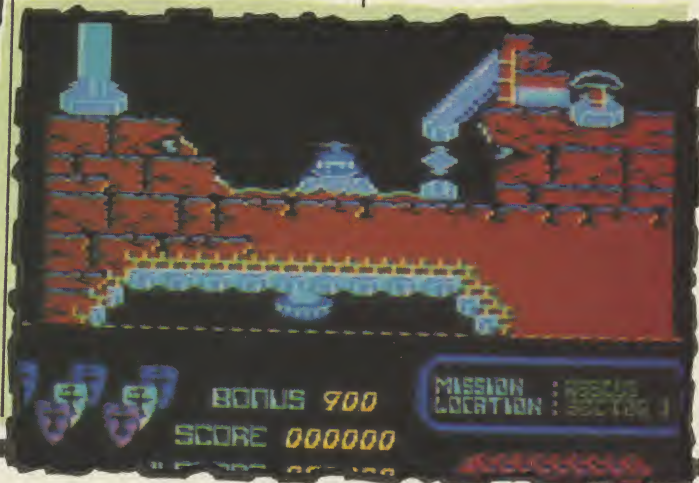
Encore, £1.99

**A**fter buying the license for the fab (I think) TV series, Elite put the super-helicopter into a strange sort of maze game. Stringfellow Hawke (the pilot) has to guide his whirly-bird into an underground labyrinth in search of five kidnapped scientists. The maze is protected by death-dealing rays and force shields which can only be neutralised by

finding the corresponding control boxes on the maze walls and blasting them with your chain guns.

*Airwolf* is three years old now but still manages to be pretty playable, though the graphics and sound certainly look their age. Still, there are plenty of worse games going around at the same price.

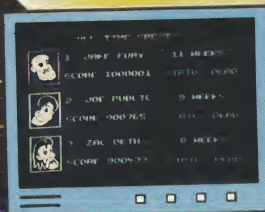
**OVERALL 70%**





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Dear Santa,  
I would like  
for Christmas.....

Well, it's that time of year again. When Maff's parents dread him reading any sort of press or watching TV, because sooner or later he's bound to turn around and say, 'Cor, mum! Look at that! I wouldn't mind one of those for Christmas,' only for his mum and dad to find out that the price is £69.95 (ex-VAT and batteries not included). So I think we'd better apologise in advance for this feature, which may give some people ideas to what they want to nag for first. In these pages are just a few of the plug-ins, add-ons, extensions and arousal devices available for the Commodore 64 and Amiga machines, all revealed by our very own Dr Evans. So, guys and gals, sharpen up your biros and repeat after us 'Dear Santa . . .'

## MISCELLANEOUS

### CNET MODEM (COMPUNET)

If you're a regular reader of ZZAP! then you can't have failed to notice that the odd Compunet feature has graced our pages from time to time. If you'd like to take a meander through the 'net for yourself, then you'd better get hold of a CNET modem.

For just £39.95 you can log on and enter of world of art, music and general scrolly demos by names you may (or may not) recognise; such as

Bob Stevenson, Dokk, IG, Tony Crowther, Ash and Dave and many, many more. Well, okay it's not just £39.95, you have to pay a little bit to use the 'net each time. The basic charge is £12 a quarter and a penny for every minute on the 'net.

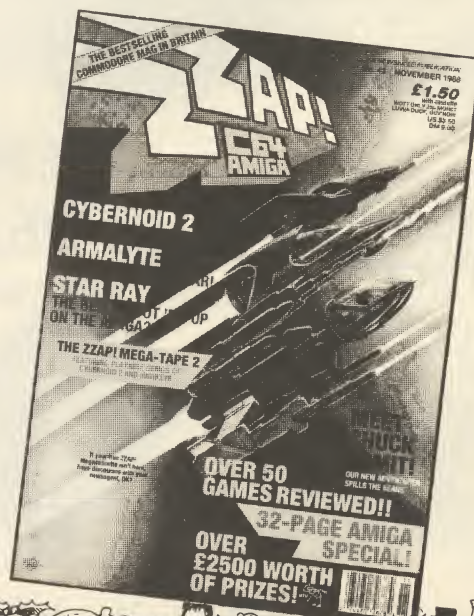
Alternatively, you can choose to pay £25 a quarter and not be charged for using the 'net at off-peak times. But you still have to take the 'phone bill into account!



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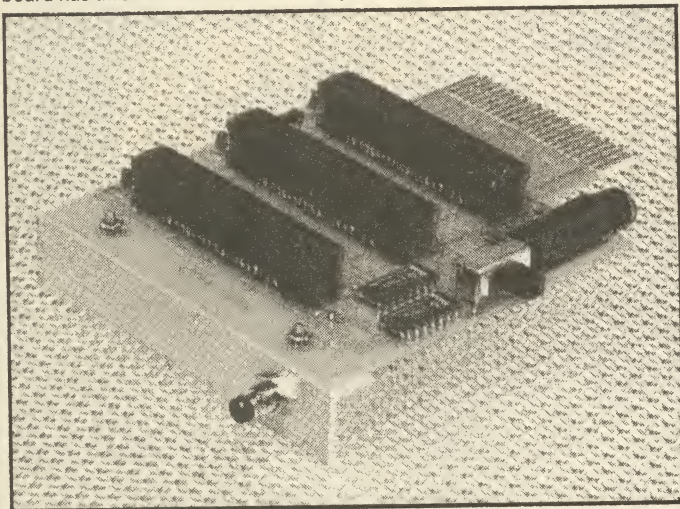




## 3 SLOT MOTHERBOARD (DATEL)

**E**ver wished that you could plug more than one thing into your 64 at a time? Well with this doobrie from Dattel you can! The board has three usable sockets

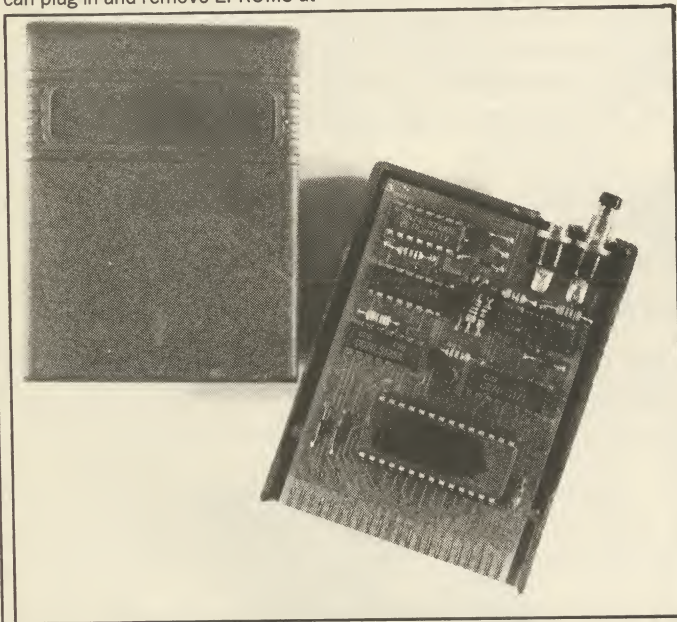
which can be switched on and off at the flick of a switch. The whole thing is safely fused and has a reset switch too. As the ad says, 'Only £16.99.'



## 16K EPROM BOARD (DATEL)

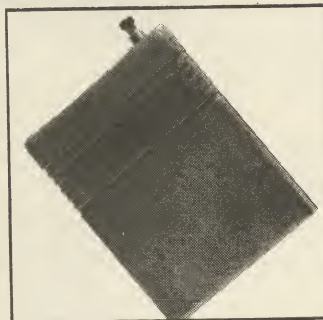
**G**ot any EPROMs that need mounting? (Oo-er! That's enough of that!) Well now you can plug in and remove EPROMs at

will with this rough and tough plastic box. It even has a built in reset switch. A snip at £8.99.



## C64 RESET CARTRIDGE (DATEL)

**A** must for anyone who lacks the necessary dexterity with a paper clip to reset their machine and doesn't know one end of a soldering iron from the other (that could be painful actually, couldn't it? Ow!). For just £5.99 you get an expansion port reset switch set in a sturdy plastic case. The days of flying shards of exploded 64 are over! Maybe.



# THINGS THAT PLUG IN THE BACK AND PUT THINGS ON DISK

"OHNO! I'VE SPREAD!"  
CAC!

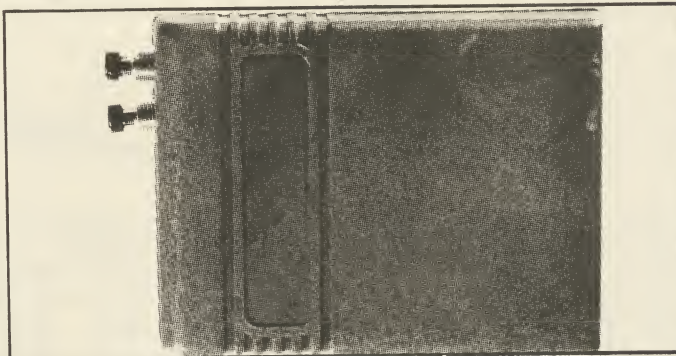


## ACTION REPLAY MK IV (DATEL)

**D**attel's system actually does more than just put back-ups onto disk. Also included are such tricks as a sprite killer, printer dump, screen saver and a turbo which uses the superfast Warp 25 loader. All this is available for £29.99 post free! Cor.

For those who would like all these functions and also have the ability to

hack into programs and mess around in machine code, then maybe the Mk IV Professional is for you. It has all the features of the standard Mk IV cartridge, with the addition of an extended monitor, RAM save and other useful tools. The cost of this mega cartridge is £34.99. A bit more expensive, but some may think it's worth it.



## EXPERT CARTRIDGE (TRILOGIC)

**D**espite the cartridge itself looking like something out of an HG Wells story, Trilogic's product does prove to be a useful device. Not only does it allow you to make disk backups of programs, it also allows you at the flick of a switch to use a monitor to enter code directly into the program, enabling you to cheat at games (Ooh! The very thought!). Trilogic also claim that their turbo system loads even faster than Warp 25. Gosh! All for just £25.99 post free.



## FREEZE MACHINE (EVESHAM MICROS)

**T**his cartridge is an extension of the Freeze Frame series. Like their other backup cartridges, Freeze Machine contains two save systems; the standard save that doesn't require the cartridge to load and the Lazer save that has a faster turbo, but needs to be loaded via the cartridge. Extra functions include a built-in reset switch and a fast disk formatter. The cartridge is available from Evesham at £28.95, with an extra extra utility disk update priced at £7.95, allowing you to disk-save even more programs.



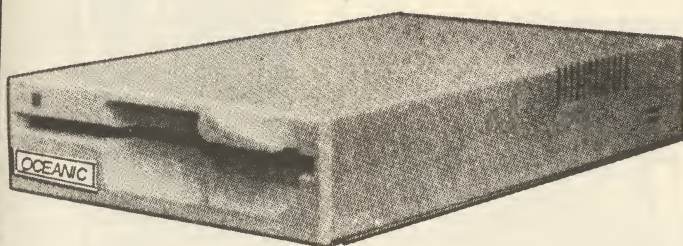


# NOW YOU'VE GOT THE BACKUP CARTRIDGE, HOW ABOUT A DISK DRIVE TO SAVE TO?

## OCEANIC OC-118 FOR THE C64 (EVESHAM MICROS)

**T**he Oceanic is an elegant slimline drive which was previously sold as the *Excelsator plus*. When it was originally released, it was highly acclaimed due to its speed and reliability and even today it's still one of the best 64 drives available. The drive is available from Evesham for

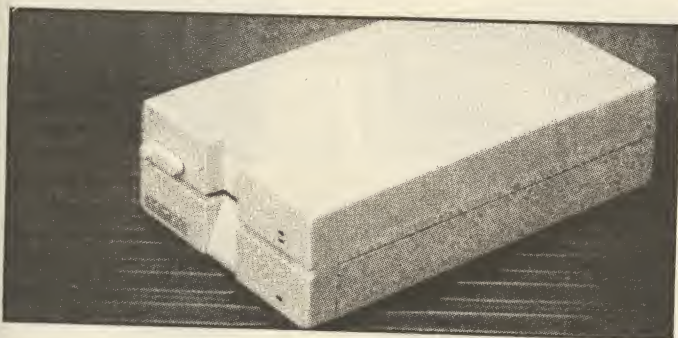
£129.95 including a free copy of the GEOS system disk or £149.95 with GEOS and Freeze Machine. Well we've got one and it doesn't go wrong very often. Only joking... it goes wrong all the time! Ooh, aren't I just a kiddie! It never goes wrong! Ha ha ha ha! *Koff!*



## C64 BLUE CHIP DRIVE (DATEL)

**A**nother drive that claims more compatibility than any other drive on the market' (they can't *all* be more compatible!). Still, if you're on the lookout for a tidy

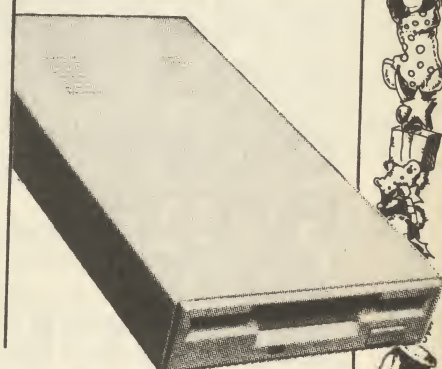
little drive that won't dent your pocket *too* heavily, then you could do worse than this for £139.99. Hold on, that is a *bit* on the dear side...



## AMIGA 2ND DRIVE (EVESHAM MICROS)

**A**s the name suggests, this is a standard external drive for the Commodore Amiga.

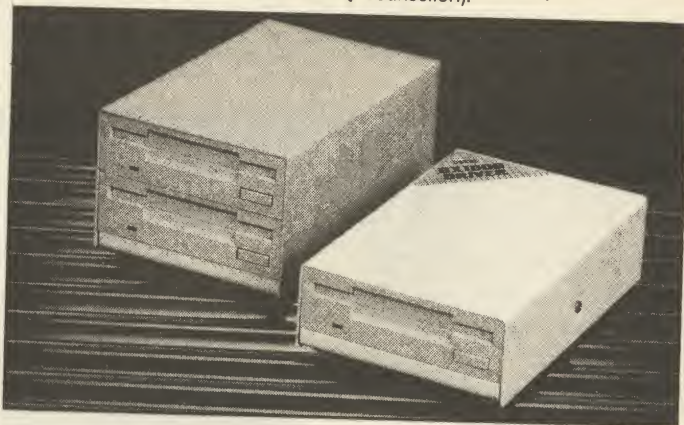
Modelled in the standard Evesham slimline form, the drive is completely compatible with all A500 or A1000 machines with 880K capacity. A very good quality drive at the meagre price of £89.95. An absolute must for fans of Cinemaware-type double-disk programs or users of Photon Paint. I hate disk-swapping. I mean I really, really hate disk swapping. I really, really, really... (We get the picture—Ed).



## EXTERNAL 3.5" DRIVES (DATEL)

**D**atel's Amiga-compatible drives are among the most attractive available, sitting very pretty by the Amiga. The unformatted capacity of one meg and the ability to chain drives together make this a very desirable little number, but priced at £99.99

(ten pounds more than Evesham's) it's worth thinking before spending. Another point of interest — why have they decided to charge more than twice the price of a single drive for a twin drive? Beats me (as the masochist said to the marriage counsellor!).



# THINGS THAT THE GRAPHICS APPEAR ON

## PHILLIPS CM8852 COLOUR MONITOR (EVESHAM MICROS)

**T**his is the same as the one mentioned above, but it is capable of displaying at a

higher resolution... and it costs a little more. £299 to be exact. (Well, that saved a bit of writing!)

## PHILIPS CM8833 COLOUR MONITOR (EVESHAM MICROS)

**A** very high quality monitor for the Amiga, featuring a good quality full-colour, medium-res display, green screen option, stereo sound and switchable inputs, allowing you to switch between, for example, computer or video input. Also incorporated is a mini stereo

headphone socket, so that you can listen to your games in private. We run our Amiga in the office on one of these monitors and we've found them rather good, especially at the price of £279. Not bad for such a high quality picture.



## COMMODORE 1084 COLOUR MONITOR (ANY COMPUTER HARDWARE SHOP)

**C**ommodore's official new full-colour, medium-resolution monitor works with both the 64 and Amiga, depending on the connections used. But don't panic, all the necessary leads for both machines are included. The monitor itself is of a remarkably high

standard. In fact, all the screenshots of 64 and Amiga games in ZZAP! are taken from a 1084. Unfortunately, the sound isn't stereo, but it's still very good quality and it costs less than the Phillips monitor, usually around £249. One of the cheapest, but one of the best.

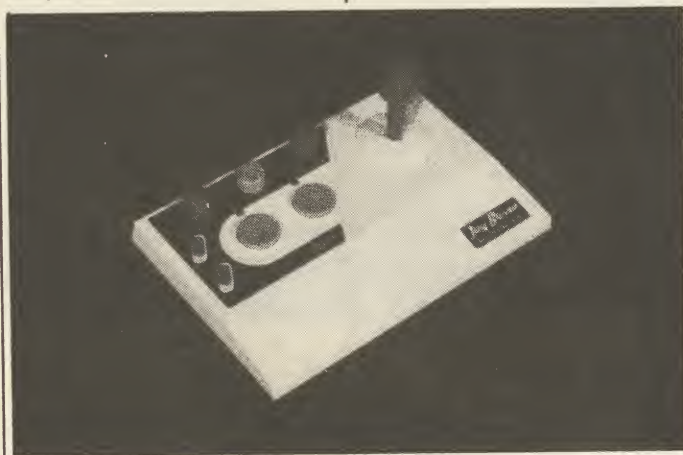
## THINGS TO GO UP, DOWN, LEFT, RIGHT, FIRE AND WIGGLE-WIGGLE-WIGGLE



### JOY BOARD (EUROMAX)

**A**lthough it looks slightly odd, the Euromax Joy Board is, in our opinion the best available table-top joystick. The stick movement is loose and comfortable and allows you to react quickly to the on-screen action. The auto-fire's really good too and the rate is

adjustable. Not content with making a really good joystick, Euromax have bunged on a pair of paddles, for use in programs that need an analogue input. The Joy Board is available from our own mail order and you can have one for your very own for just £19.95!



### TERMINATOR (SUPER SOFT)

**S**ome of you will probably have already seen this stick lurking in software stores. If you had then you wouldn't forget it, seeing as it looks like a hand grenade! The stick itself is mounted on top, near the pin, while the fire button is the grenade clip. A trendy enough idea to make a grenade-shaped stick

to give a *hard* look, but the stick itself is very uncomfortable to operate. The stick is too small, the button gives very little feedback and it starts to feel heavy after a while. Still, if you feel you must have one then they cost £10.95 'from good dealers everywhere, folks!'

## COMPETITION PRO 5000 (EUROMAX/DYNAMICS)

**T**his black and red stick has become quite a classic in its time, being used in many a gamer's home. The 5000 is still an excellent joystick, having a marvellous feel suitable for most (if not all) types of games. The price currently stands at £14.95, and the stick can be found on sale all over the place, including branches of Boots and Argos. But if that's not enough...



### COMPETITION PRO 5000 - CLEAR (EUROMAX/DYNAMICS)

**T**he 5000 Clear has all the great feel and strength of the standard 5000, but with a trendy clear case, so that you can see the workings. Cool, eh? And for just one quid extra. Speaking of extra...



### COMPETITION PRO EXTRA (EUROMAX/DYNAMICS)

**T**his stick also has the feel of the 5000 and a clear case, but it has the addition of an auto-fire and slow motion movement, for squeezing through tight corners (yuk! Sounds disgusting!). To you guv, £16.49.



### MACH I (CHEETAH)

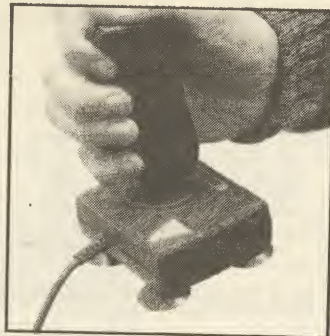
**C**heetah, one of the bigger joystick companies, are renowned for their 'pistol grip' type joysticks, and the MACH I is another one of the type. The stick itself is nothing to shout about, being the standard upright, top-fire button, autofire sort, but it is quite cheap at just £10.95. Check it out.





## CHALLENGER (CHEETAH)

Another 'grip' joystick which is budget in every sense of the word. The stick doesn't feel in the least bit robust and handles rather poorly. In fact I don't think it would last five minutes of DT's Olympic Challenge! As it's only £4.95, only those with a serious lack of money should indulge.



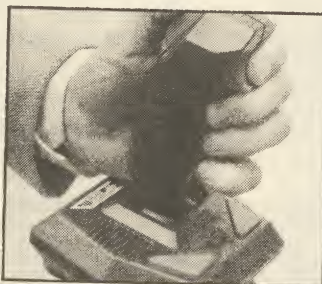
## 125 SPECIAL (CHEETAH)

This special edition joystick has all the normal functions of this type of controller, such as trigger button and auto-fire, with the addition of a rotating grip control and four definable fire

buttons. The extra functions are accessed by the use of a second joystick port, which is fair enough if people start writing programs to utilise these functions. Still at £12.99... it costs money (eh?).

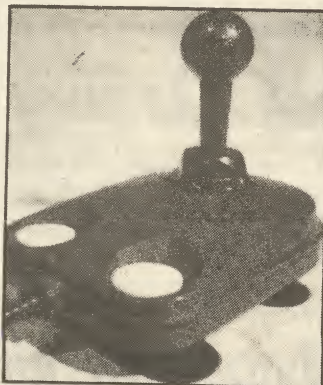
## STAR FIGHTER (CHEETAH)

Well, here we have (surprise, surprise) another 'pistol grip' joystick. Cheetah obviously consider this their premium joystick judging by the £14.95 price tag. The stick look a bit like the Gorf and Tron controllers in the arcades and... it's quite nice, actually. Keep a look out for it.



## CRUISER (POWERPLAY)

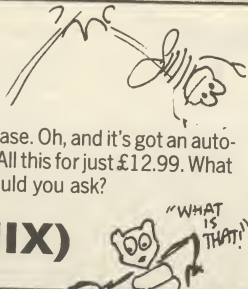
Tried and tested ZZAP! favourite, the Cruiser. Ours has stood up to mad reviewers thrashing about on it for quite a while and is still wearing well. The adjustable sensitivity collar is a good idea and allows you to set the stiffness (k-wooar, k-wooar! Nothing wrong with my stiffness!) of the stick. The general feel is very good and makes the Cruiser one of our top joystick recommendations. It's available in good stores everywhere or from our mail order, priced £9.99.



## CRUISER CLEAR (POWERPLAY)

The clear version of the Cruiser has all the qualities of the standard cruiser set in

a clear case. Oh, and it's got an auto-fire too. All this for just £12.99. What more could you ask?



## SPEEDKING (KONIX)

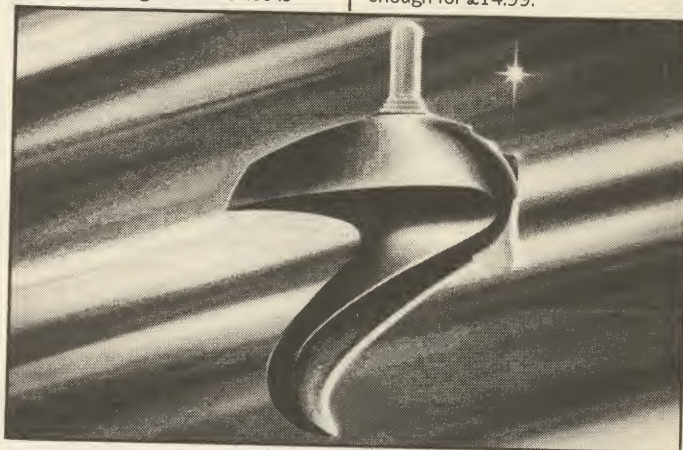
After people got over the initial response that this joystick received, ie 'What the hell is it?' the Speedking went on to do rather well. The stick is primarily for people who don't like to play with a joystick on the desk, as the Speedking can only be hand-held. The grip is comfortable and the stick has a good tactile feedback, but the shaft could have been a bit longer. The Speedking is widely available for just £11.99 or £10.99 if you order it from ZZAP! (plug, plug).



## NAVIGATOR (KONIX)

Another innovative stick design from Konix, the Navigator resembles a Star Trek phaser. Again the device is

comfortable to hold, but the stick is even shorter than the Speedking, making it a bit fiddly. Still it's nice enough for £14.99.



# THINGS THAT PLUG IN THE BACK AND TO AN AMP AND MAKE LOADS OF NOISE

## C64 DIGITAL SOUND SAMPLER (DATEL)

Datel's 64 sampler is considered to be the best available. So let's see what we've actually got here:

- Sample between 1 second and 2 and a half seconds at 30 kHz
- Set trigger between instant or manual

- Full sample and loop editor
- 3D and standard flat waveform plot, including live input display

- Disc users can split sounds to use in Com-Drum editor

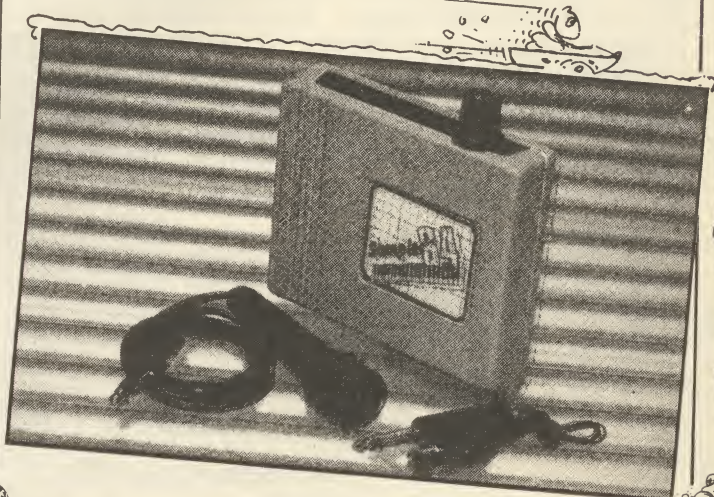
- Record sounds with echo and delay and overdub onto previous

samples

- Live effects such as echo, delay and reverb

- Realtime 40-note sequencer, remembers last 40-notes played

- MIDI compatible on channel 0
- The Datel sampler has as good quality and more options than any other 64 sampler. Despite the numerous functions, it's a doddle to use and at £49.99 it's a must. Also, if you want to turn it into a 3-channel drum machine, a piece of software is available from Datel at just £9.99. Blimey!





## SFX SOUND SAMPLER (COMMODORE)

Commodore's own sampler comes in a sleek, dark gray module that plugs into the 64's expansion port. It comes supplied with leads to connect its output to a stereo or amp and a microphone. However, the mike isn't really good enough quality to get usable samples so avoid using it if you can. Anyway, enough of that, here's what it can do. The basic functions on offer are:

A single shot sample of 1.4 seconds length, which can be played forwards, backwards and/or looped over the keyboard at various speeds

A 'Quatro' sample which splits the max length into four separately sampled parts to use in a one-track 16 note sequence

A pitch converter which can raise

or lower the tone of the input

An echo chamber which can give a delay of between 80 milliseconds and 2 seconds

The sample quality is remarkably good for a machine at the price and if used with care, the samples can sound quite effective in a recording. The sequencer isn't too great, being only one track and non-tunable, not to mention the fact that it seems to lose time every now and then. The echo can be extremely effective if set right and Maff has often used it to expand sounds in his recordings

The SFX Sampler, when all is said and done, gets some of the best quality samples you could expect from the 64 and at the price of around £60 it's worth searching out.

## AMIGA AUDIO DIGITISER (TRILOGIC)

Trilogic's foray into the sampler market comes in the form of their low-price Amiga digitiser. Housed in a case about the size of a TV modulator and supplied with input leads, the digitiser is designed to work with most available commercial software, such as

Audiomaster, Prosound and Perfect Sound. The digitiser is just the thing for Amiga owners (with the relevant software) who want to dabble with sampled sound at a relatively low price and the price is... £24.99 (wow).

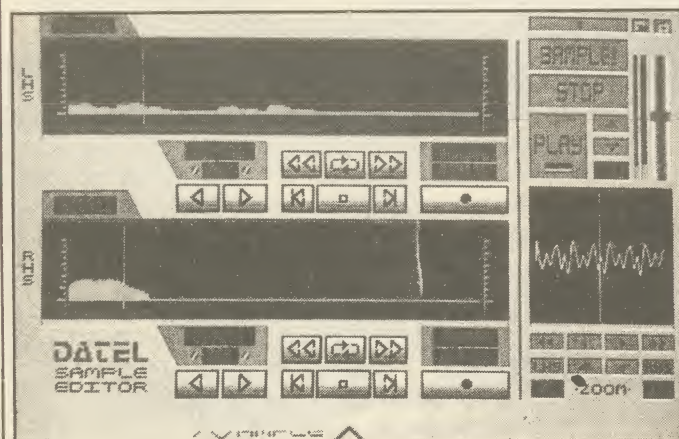


## AMIGA PRO SAMPLER STUDIO (DATEL)

Date's Amiga digitiser product is of a very polished standard. Contained in the usual brown Datel box and with some

very attractive software, the sampler looks very impressive. This is what you get for your money:

Adjustable trigger/sample rate



Full hi-res sample editing with zoom function for accurate edits  
Realtime level and frequency displays

Saves in IFF format, a standard used by many software packages  
3D 'Fairlight' type sample display  
Sequencer software includes 2 and 3 note chords over 5 octaves, 4 track sequencer with up to 9999

events, adjustable beat and tempo and a built in mixer

The sampler itself is superb and the software looks like an on screen mixing desk with sliders, buttons, windows and LED displays. The price of the sampler and software is £69.99. Even now Maff is searching for his cheque-book.

## SOME USEFUL CONTACTS FOR THESE BITS 'N' PIECES

COMPUNET, Unit 26 Sheriton Business Centre, Wadsworth Road, Perrivale, Middx, UB6 7JB

LOAD IT, 35 Stretton Road, Shirley, Solihull, W Mids, B90 2RX

DATEL ELECTRONICS LTD., Fenton Industrial Estate, Govan Road, Fenton, Stoke On Trent. Tel: 0782 744707

TRILOGIC, Unit 1, 253 New Works Road, Bradford, BD12 0QP. Tel: 0274 691115

EVESHAM MICROS LTD., 63 Bridge Street, Evesham, Worcs, WR11 4SF. Tel: 0386 765500

EUROMAX ELECTRONICS LTD., Bessingby Industrial Estate, Bridlington, N Humbs, YO16 4SJ. Tel: 0262 601006/602541

KONIX, Unit 35, Rassau Industrial Estate, Ebbw Vale, Gwent NP3 5SD. Tel: 0495 35010

DYNAMICS MARKETING LTD., Coin House, New Coin Street, Royton, Oldham, Lancs, OL2 6JZ. Tel: 061 626 7222

CHEETAH MARKETING LTD., Norbury House, Norbury Road, Fairwater, Cardiff, CF5 3AS. Tel: 0222 555525

## SFX FM SOUND EXPANDER (COMMODORE)

Another module for the C64, this looks very similar to the SFX sampler. Supplied with the module is a full-size, five octave keyboard which plugs into the side of the module. The software included gives you a bundle of FM sounds, a set of rhythms and some demo tunes.

The sounds are excellent, sounding like a machine from a much

higher price range. Maff uses one to record from and says the sounds are 'Well good'. Particular favourites are Strings, Synth 1, Synth 3, Cosmic Wow, Alien and Raindrops. However the last three are only available on the disk version. Aw! When last seen around, the system was going for about £60 last time anyone here heard. Get hold of one if you can!

## MIDIMASTER (DATEL)

This is a full standard 1-in, 3-out, 1-thru interface suitable for most MIDI linkups (unless you've got about half a million quids

worth of rack-mount gear). A good bargain for Amiga-owning MIDI users at £34.99.

